RATCHET & CLANK®

SIZE MATTERS

EVERYONE 10+
TM
E
10+
CONTENT RATED BY
ESRB

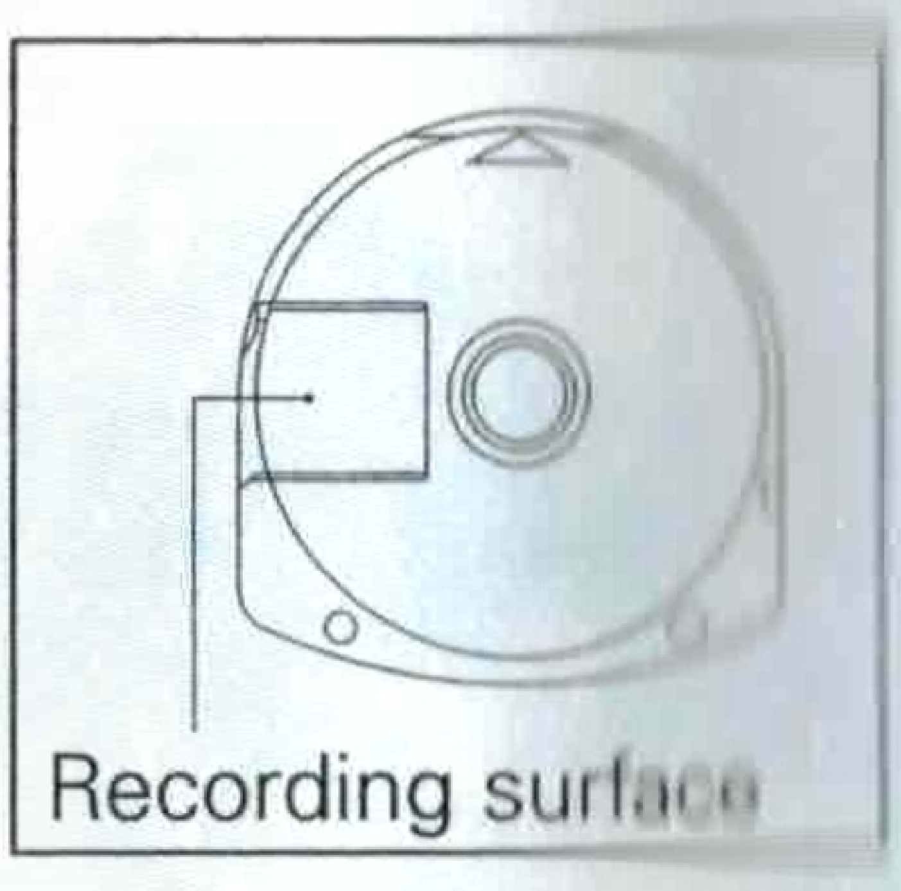
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

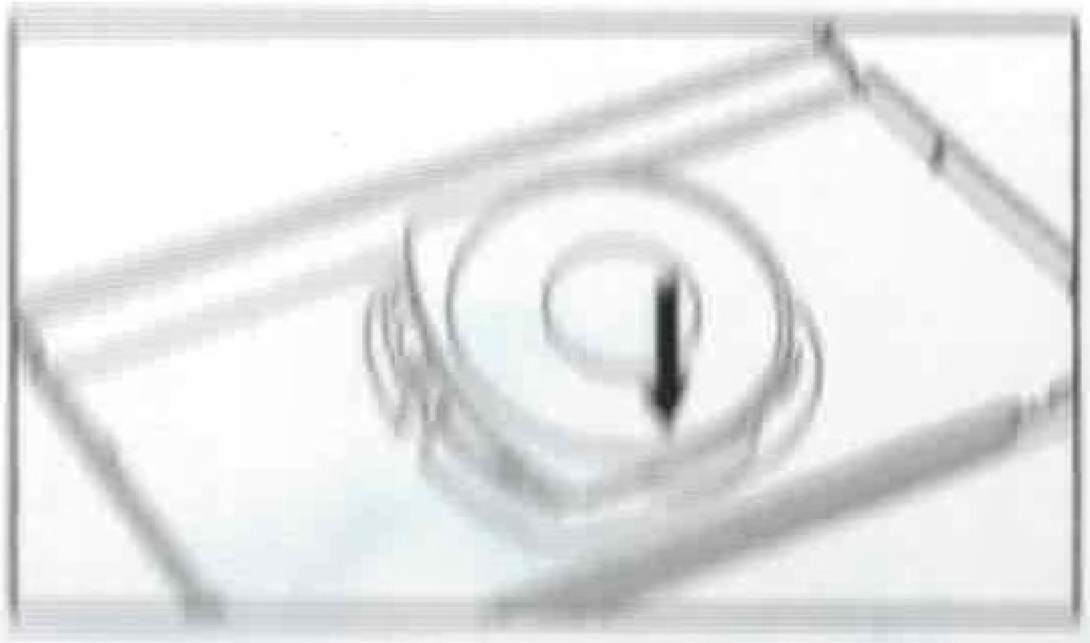
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

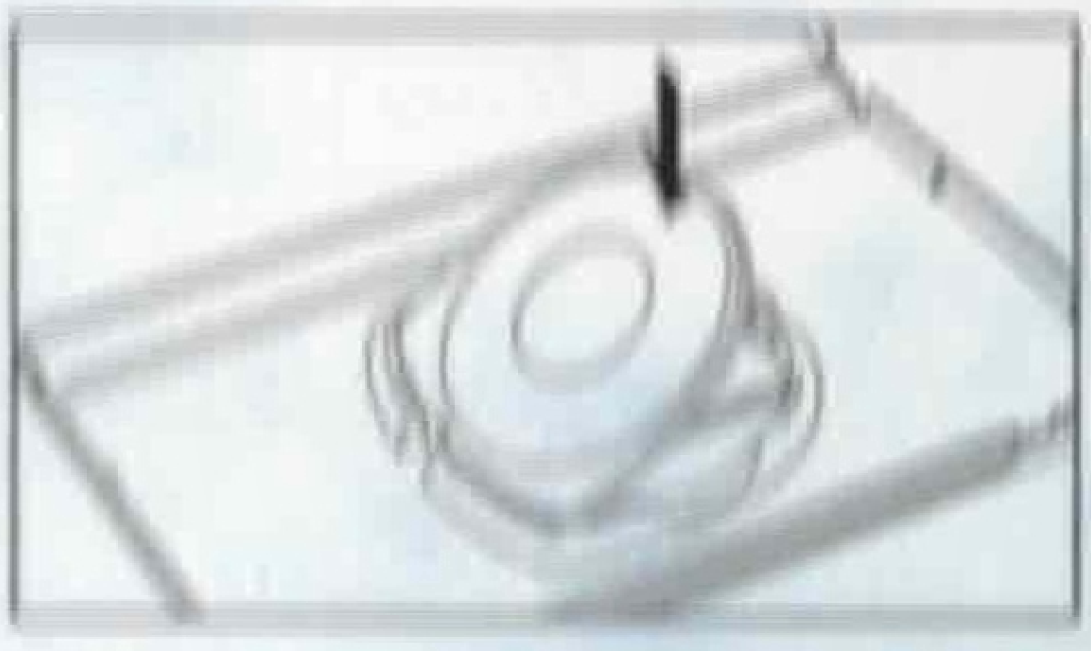
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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Ratchet & Clank®: Size Matters

Game Hint Guide Information PlayStation Underground Game Guides

For free hints and tips visit us at **www.us.playstation.com.** Sign up and become a member of the PlayStation Underground and access free hints, tips, and cool moves for games produced by Sony Computer Entertainment America.

No hints will be given on our Consumer Service/Technical Support Line.

Consumer Service/Technical Support Line 1-800-345-7669

Call this number for technical support, installation or general questions regarding PSP® and its peripherals. Representatives are available Monday – Saturday 6AM – 8PM and Sunday 7AM – 6:30PM Pacific Standard Time.

TABLE OF CONTENTS

Getting Started 2

Starting Up 4

Controls 6

Main Menu 8

Controlling Ratchet 9

Controlling Clank 11

The Pause Menu 15

Know Your Arsenal 22

Heroic Essentials 24

Skyboard Racing 27

Multiplayer 28

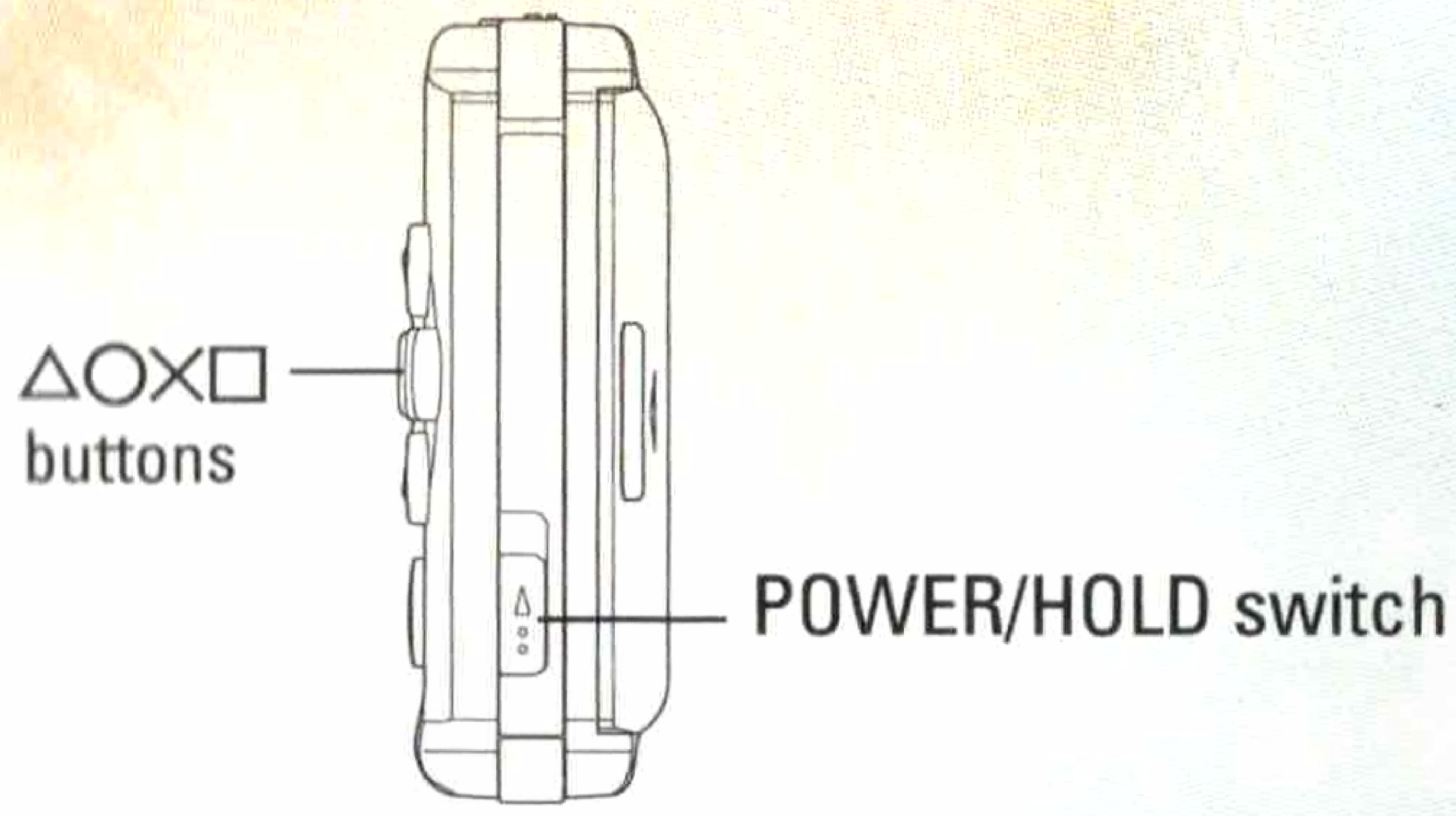
Playing the Online Game 35

Connecting to an Online Game 38

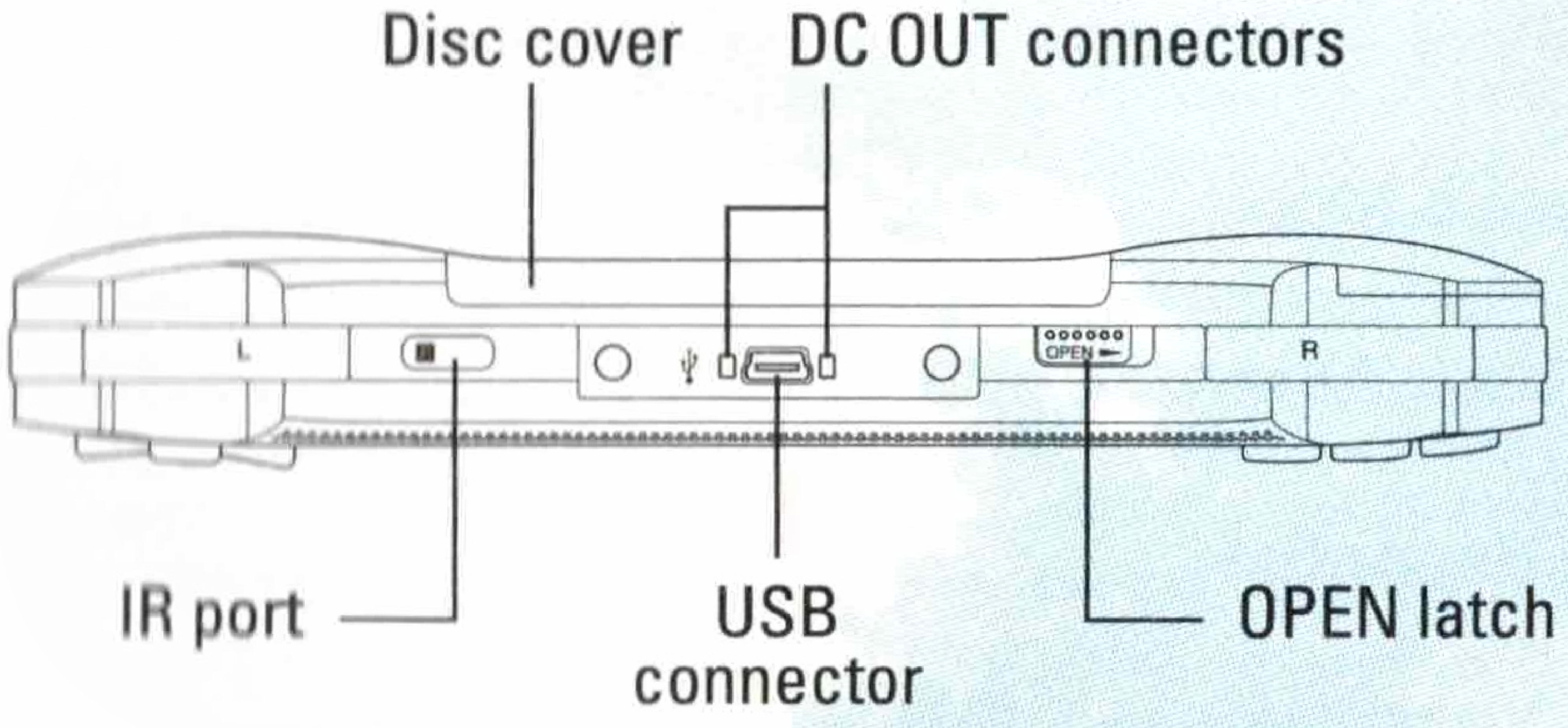
Credits 43

GETTING STARTED

Right side view


△○×□ buttons
POWER/HOLD switch

Front view


Disc cover
DC OUT connectors
L
OPEN
R
IR port
USB connector
OPEN latch

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT the **Ratchet & Clank®: Size Matters** disc with the label facing the system rear, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD™ icon. A thumbnail for the software is displayed. Select the thumbnail and press ⊗ of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

GETTING STARTED

NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ into the Memory Stick Duo™ slot of your PSP®. You can load saved game data from the same memory stick, or any Memory Stick Duo™ containing previously saved games.

***Note:** A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 600 KB of free space is required for a "Save Game" file.*

Saving Profiles and Settings

Your profile and settings are automatically saved after changing settings and options and when you return to the Main Menu.

Auto Save

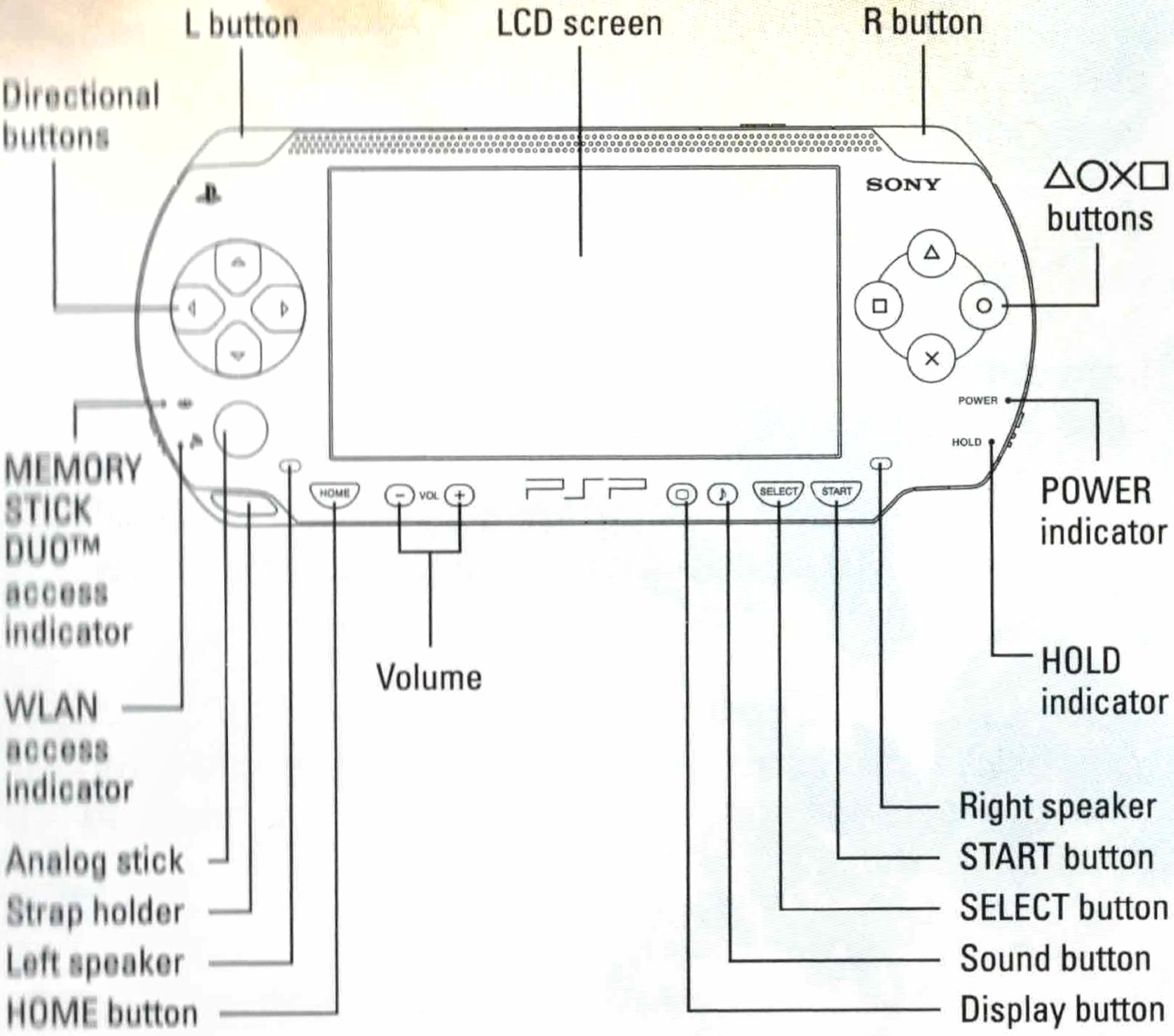
As you progress, a special icon will appear on screen indicating your settings are being saved. While this icon is on screen, DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your console.

Loading Saved Game Settings

Your saved game settings will automatically be loaded when first booting up **Ratchet & Clank®: Size Matters.**

STARTING UP

PSP® (PlayStation®Portable) system configuration


L button
LCD screen
R button
Directional buttons
△○×□ buttons
SONY
POWER
HOLD
HOME
VOL
SELECT
START
MEMORY STICK DUO™ access indicator
POWER indicator
HOLD indicator
Volume
WLAN access indicator
Analog stick
Strap holder
Left speaker
HOME button
Right speaker
START button
SELECT button
Sound button
Display button

Wireless (WLAN) Features

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode.

STARTING UP

***Note: Ratchet & Clank®: Size Matters** supports Ad Hoc and Infrastructure Modes. Please see the Multiplayer section of this manual for further details.*

Ratchet & Clank®: Size Matters is only playable online via the Infrastructure mode for the PSP® system. In order to get online, it is a requirement that you connect your PSP® system online via a wireless access point or wireless router that is 802.11b compatible. For more information on your wireless router's 802.11b compatibility, check with the manufacturer of the router. Player responsible for Wi-Fi fees.

Infrastructure Mode: Infrastructure mode is a Wi-Fi feature that allows the PSP® system to link to a network via a WLAN access point (a device used to connect to a wireless network). In order to access Infrastructure mode features, several additional items are required, including a subscription to an Internet service provider, a network device, a WLAN access point and PC. For further information and setting up details, please refer to the PSP® system's Instructional Manual.

***Note:** A WLAN access point is a device used to connect to a wireless network. SSID and WEP keys are types of security protocols.*

Ad hoc Mode: Ad hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

CONTROLS

MENU CONTROLS

Analog stick or directional buttons	Select menu item
⊗ button or directional buttons L / R	Toggle selection
⊗ button	Confirm / Accept selection
△ button	Previous screen

RATCHET CONTROLS

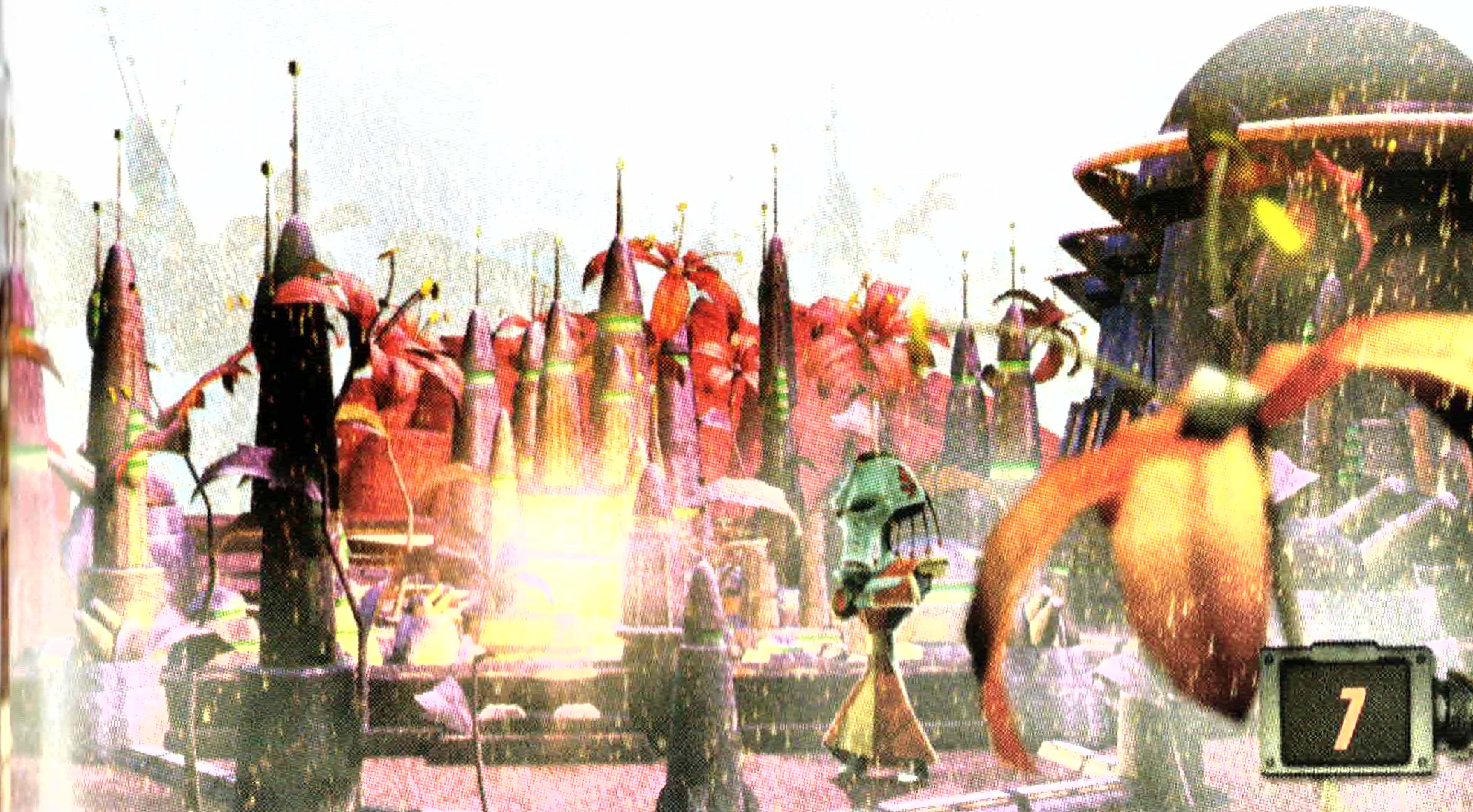
Analog stick	Move (default)
Directional buttons	Strafe (default)
L or R buttons	Turn Camera
L + R buttons (tap)	Center Camera
⊗ button	Jump
⊗ button, ⊗ button	Double Jump
L + R buttons (hold) + ⊗ button	Boost Jump* (while stationary)
L + R buttons (hold) + ⊗ button	Stretch Jump* (while running)
⊗ button (hold after performing a Double Jump)	Glide*
⊗ button, ○ button (toward a Hypershot Target)	Hypershot

CONTROLS

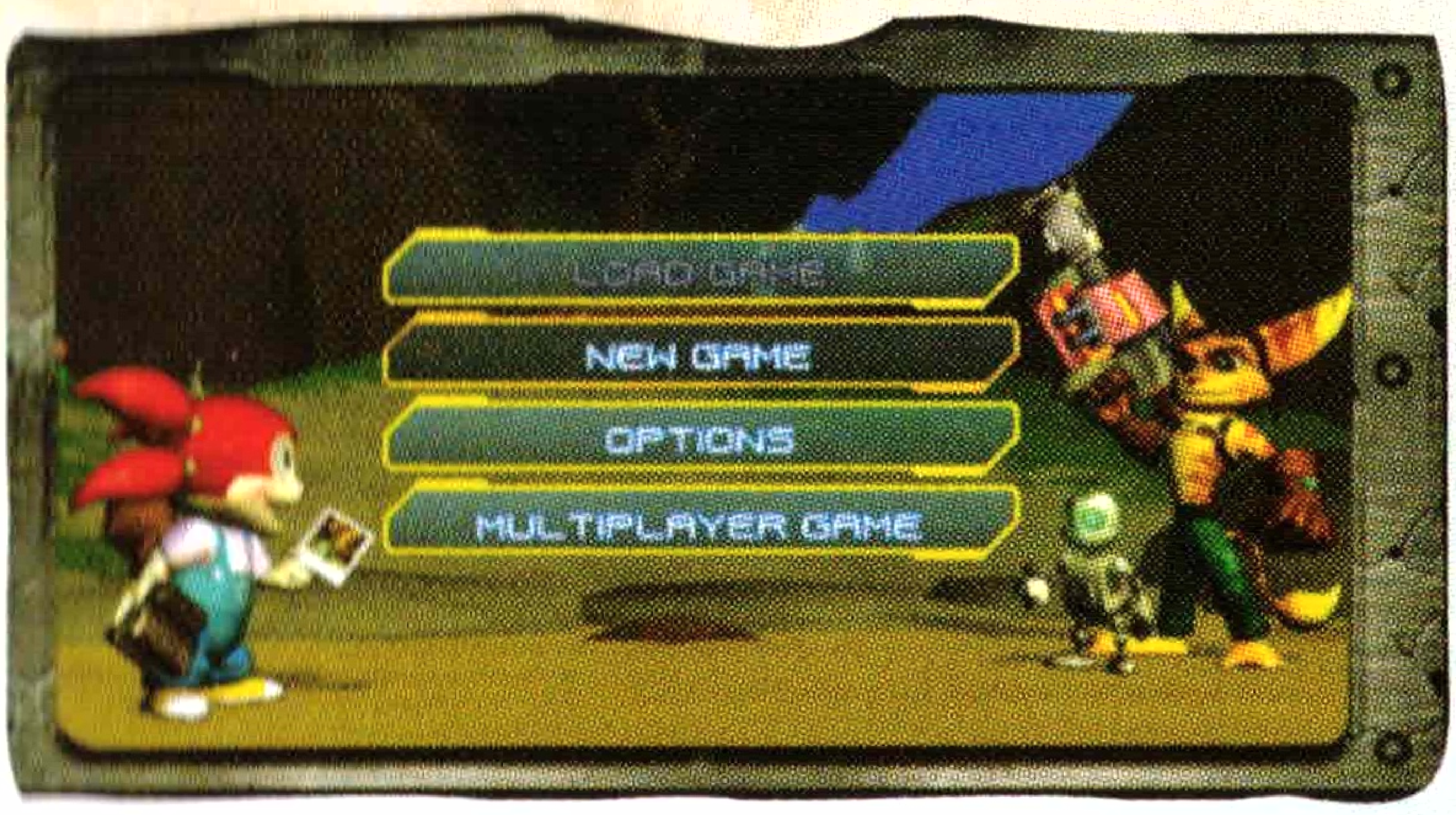
RATCHET CONTROLS CON'T

L + R buttons (hold)	Crouch
□ button	Swing Wrench
L + R buttons, □ button	Comet Strike
⊗ button + □ button	Hyper Strike
○ button	Fire Weapon
△ button (hold) + analog stick	Weapon Select
△ button (tap)	Weapon Switch
START	Pause game
SELECT	First-person View Mode (toggle)

**These moves are only available in Single Player mode.*



MAIN MENU



Use the analog stick or directional buttons to highlight a selection and press the ⊗ button to confirm your choice.

LOAD GAME
Continue an in-progress game from where you last left off.

NEW GAME
Begin a new adventure for Ratchet & Clank.

OPTIONS
Adjust the game's options. Fore more information, see Options, pg. 19.

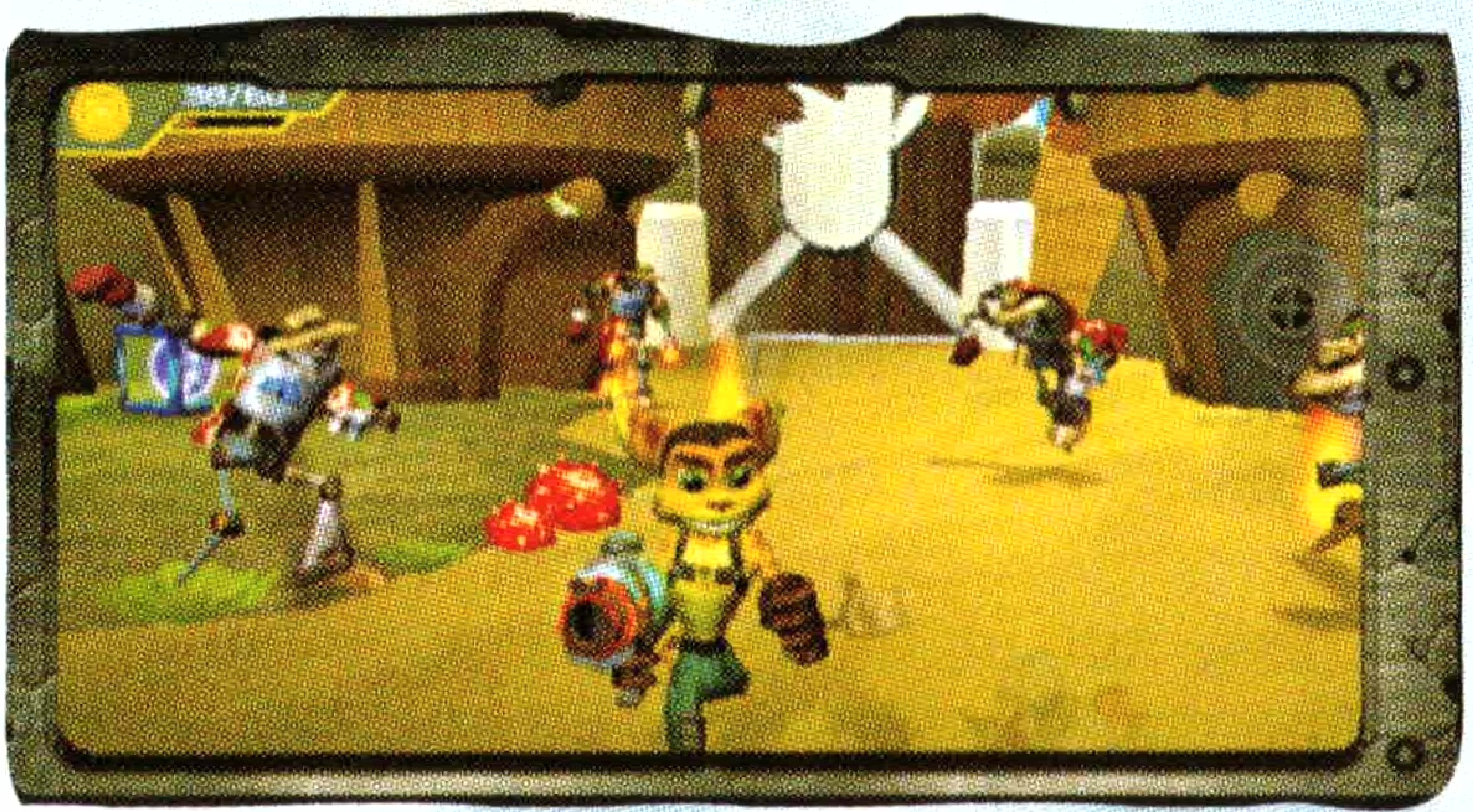
MULTIPLAYER GAME
Take Ratchet & Clank online via Ad-hoc or Infrastructure mode.

Note: A wireless Internet connection will be required for Infrastructure mode. For more information, see Multiplayer, pg. 28.

CONTROLLING RATCHET

MANEUVERING

It seems a hero's work is never done. And as usual, before he knows it, Ratchet will be faced with saving the universe once again. Take a few moments to get up to speed on his heroic abilities.

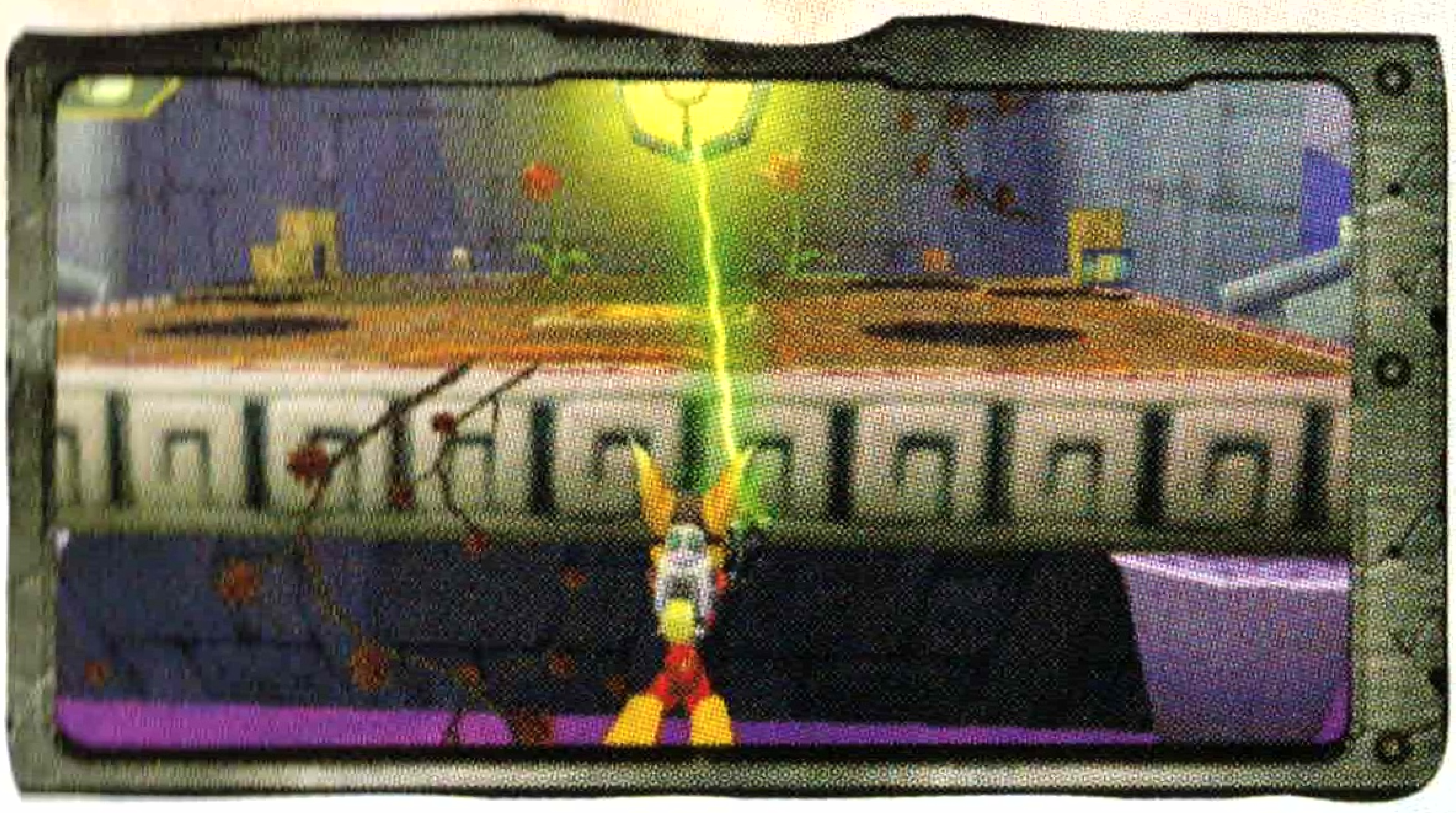


Movement: The analog stick moves Ratchet forward and backward. The directional buttons allow him to strafe left and right, as well as forward and backward.

Note: *You can toggle this option in the Options menu by selecting Camera & Controls then highlighting Strafe Controls and pressing the ⊗ button.*

Jumping: Press the ⊗ button to make Ratchet jump. Press the ⊗ button twice to Double Jump. Press and hold the L and R buttons while standing still and then press the ⊗ button to execute a Boost Jump, allowing Ratchet to gain extra height. Holding down the ⊗ button while in the air will allow Ratchet to slowly glide to the ground. Finally, pressing and holding the L and R and then pressing the ⊗ button while running causes Ratchet to execute a long Stretch Jump.

CONTROLLING RATCHET

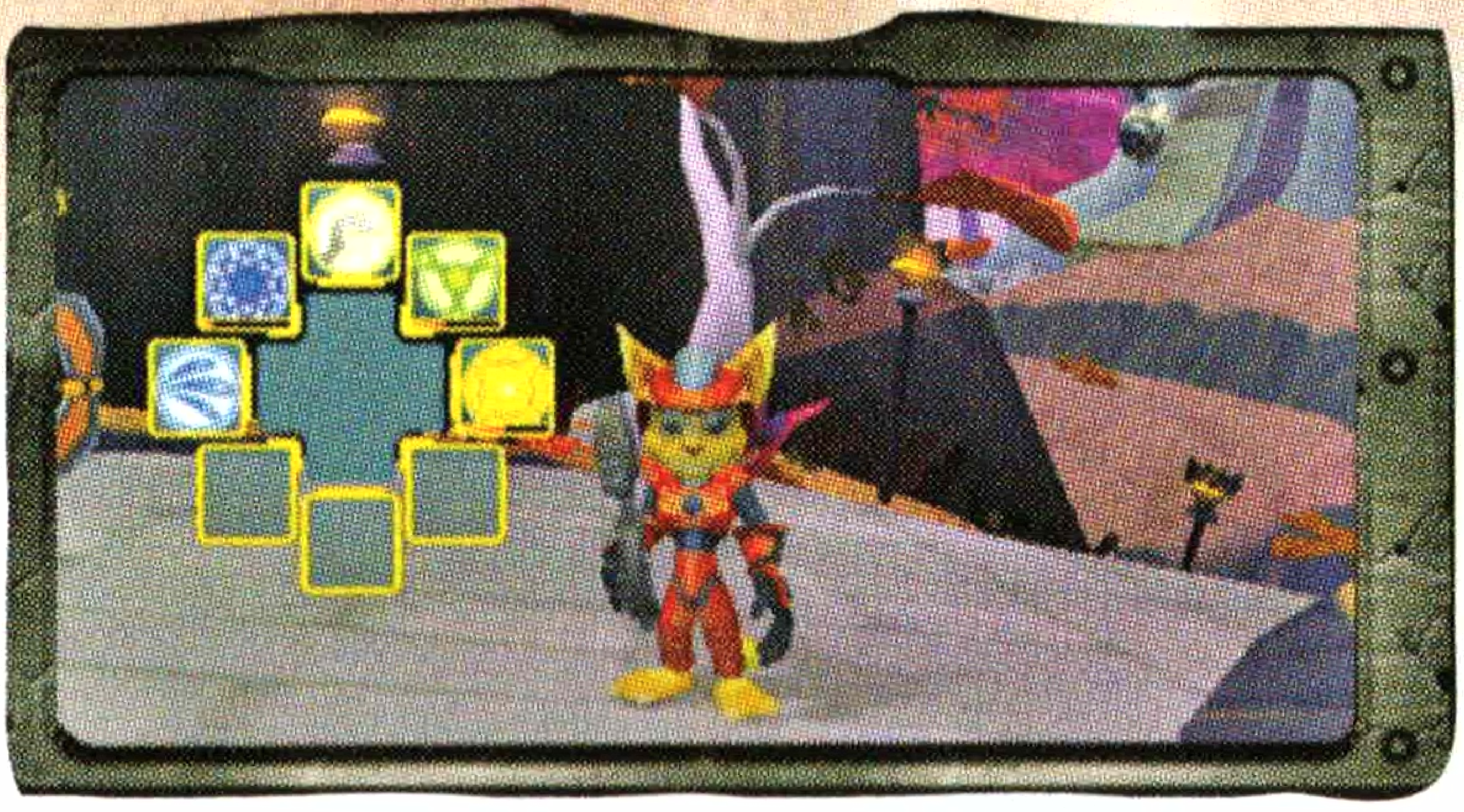


Hero Actions: Ratchet has many more physical skills as well. He can hang on certain ledges and pull himself up by pressing the ⊗ button, or use his Hypershot gadget to swing across chasms and gaps by pressing the ◉ button when jumping toward a Hypershot target. He can also use his Omniwrench to operate Bolt Cranks, which often open up doorways or activate special machinery. To do so, move close to a Bolt Crank and press the ■ button to attach the wrench to it, then use the analog stick to rotate around the Bolt Crank until it has been inserted into the ground.

USING WEAPONS AND GADGETS

The Omniwrench: Press the ■ button to swing Ratchet's wrench. Pressing the ■ button three times in a row results in a quick, triple-hit combination. Pressing the ⊗ button then the ■ button while in mid-air causes Ratchet to execute a downward Hyper Strike. Crouching (press and hold the L and R buttons) and pressing the ■ button results in a Comet Strike — Ratchet will throw his wrench at his enemies or objects.

CONTROLLING RATCHET/CLANK



The Quick Select Menu: Press and hold the △ button to open the Weapon Quick Select Menu. Use the analog stick to select the weapon or gadget you want to equip and release the △ button to equip it. For more information, see Quick Select, pg. 20.

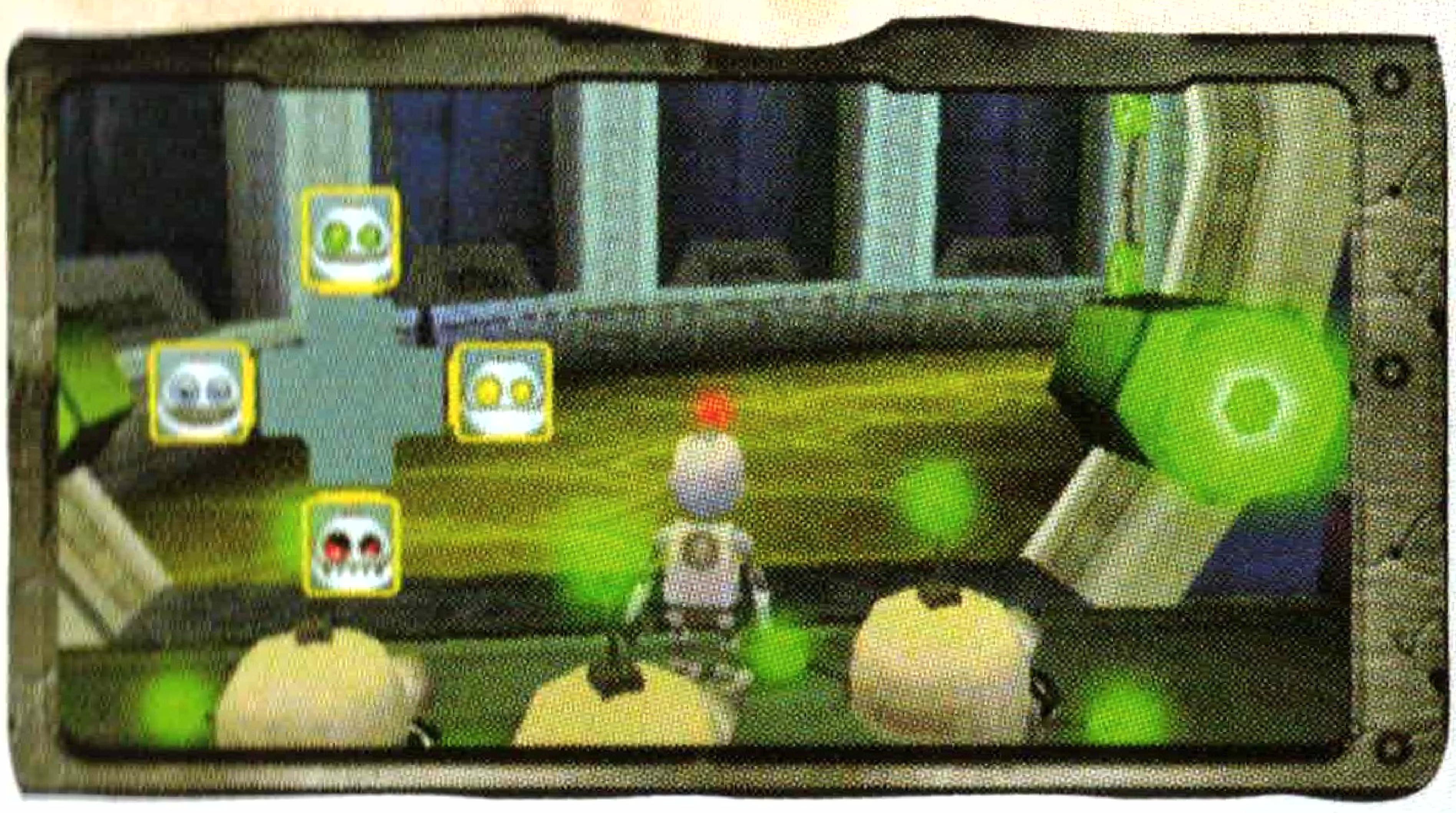
Weapons: Press the ○ button to fire Ratchet's equipped weapon. Most of Ratchet's weapons employ an auto-targeting system. Once you get within range of an enemy, a red crosshair will appear, letting you know you have a target acquired. You can use this feature in conjunction with the strafe controls to target and eliminate Ratchet's opponents while avoiding their return fire.

CONTROLLING CLANK

No longer stuck solely on Ratchet's back, Clank has become a key player in aiding Ratchet on his daring missions. Witty, charming, and packing quite a punch, Clank can perform a multitude of different abilities.

Movement and Actions: Much like Ratchet, you can move Clank by pressing the left analog stick. To jump, press the ✕ button. To Glide, press the ✕ button to jump, then press and hold ✕ button while in mid-air. To punch and attack small foes, press the □ button.

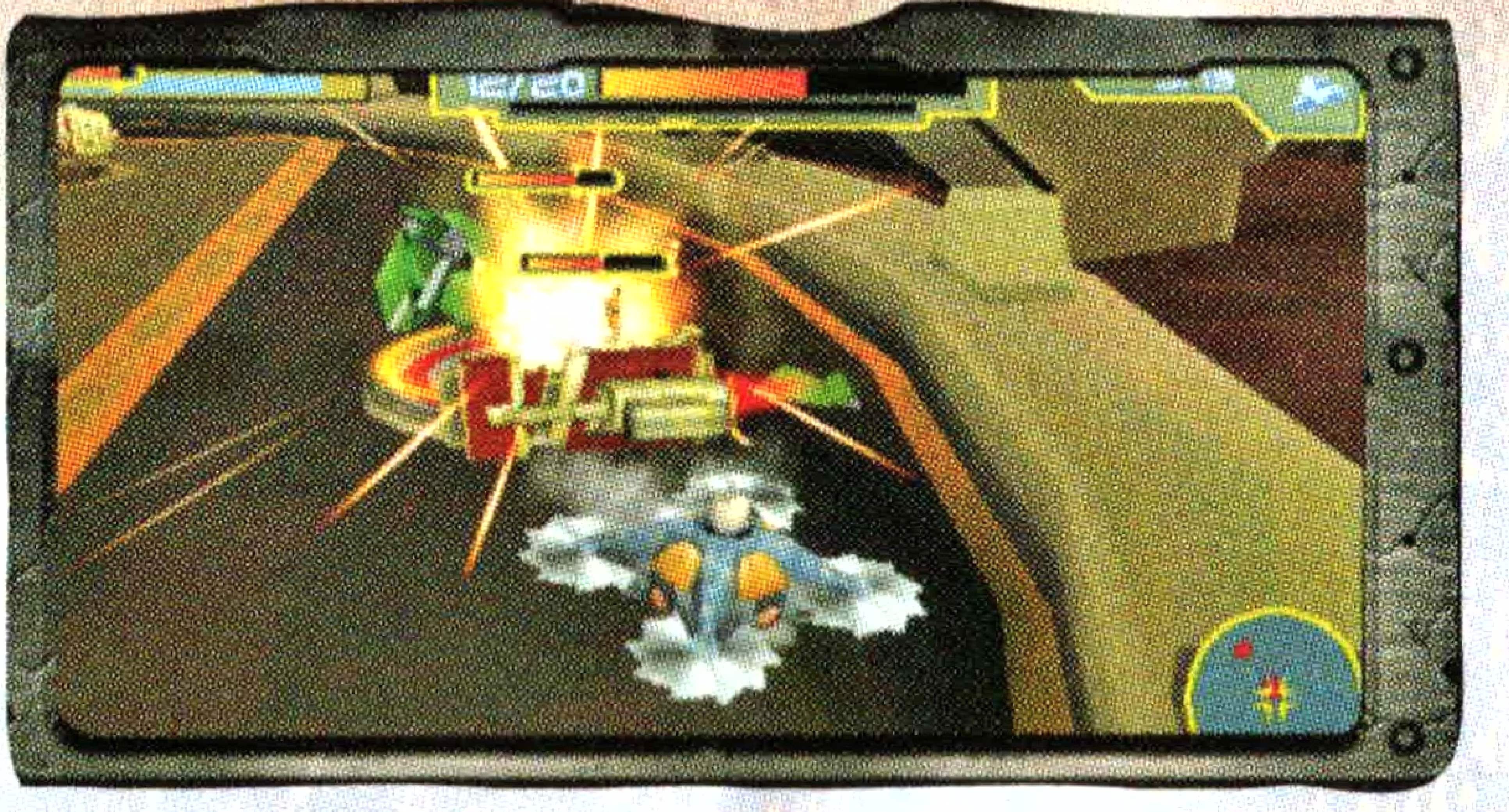
CONTROLLING CLANK



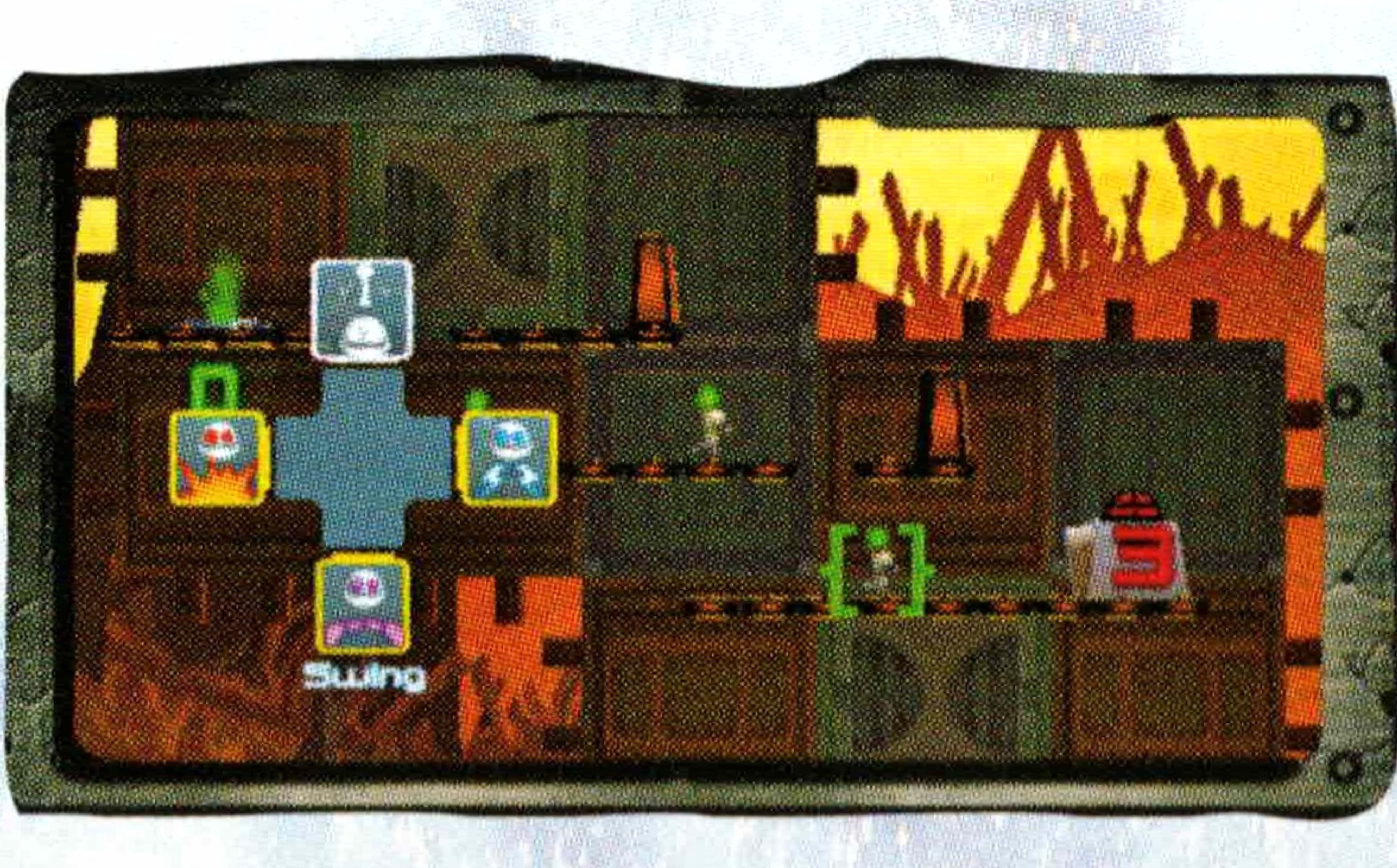
Commanding Gadgebots: Clank can also enlist the aid of Gadgebots. These tiny robots operate on the same frequency as Clank, and can help him attack enemies and get through the environment. Clank can command Gadgebots by using the Gadgebot Command Menu. To access the menu while playing as Clank, hold down the △ Button and then select from one of four color-coded commands — WAIT, FOLLOW, ATTACK, and ENTER — using the analog stick. The commands will only be active when a Gadgebot has been released from its enclosure and it is within eyesight of Clank.

Gadgebot Toss: Sometimes Clank will need to lend a hand to get his tiny Gadgebot buddies up to levels and platforms they normally could not reach on their own. When this occasion arises, he can hop into a nearby Botflinger by approaching it and pressing the △ button. Once inside, use the analog stick to rotate the Botflinger until a Gadgebot is in its sights, press the ✕ or ○ button to pick up a Gadgebot, then use analog stick to move the aiming cursor to the location you want to throw the 'bot. Once you've lined up your shot, press the ✕ or ○ button a second time to send it flying. When you're done flinging, press the △ button a second time to exit the Botflinger.

CONTROLLING CLANK

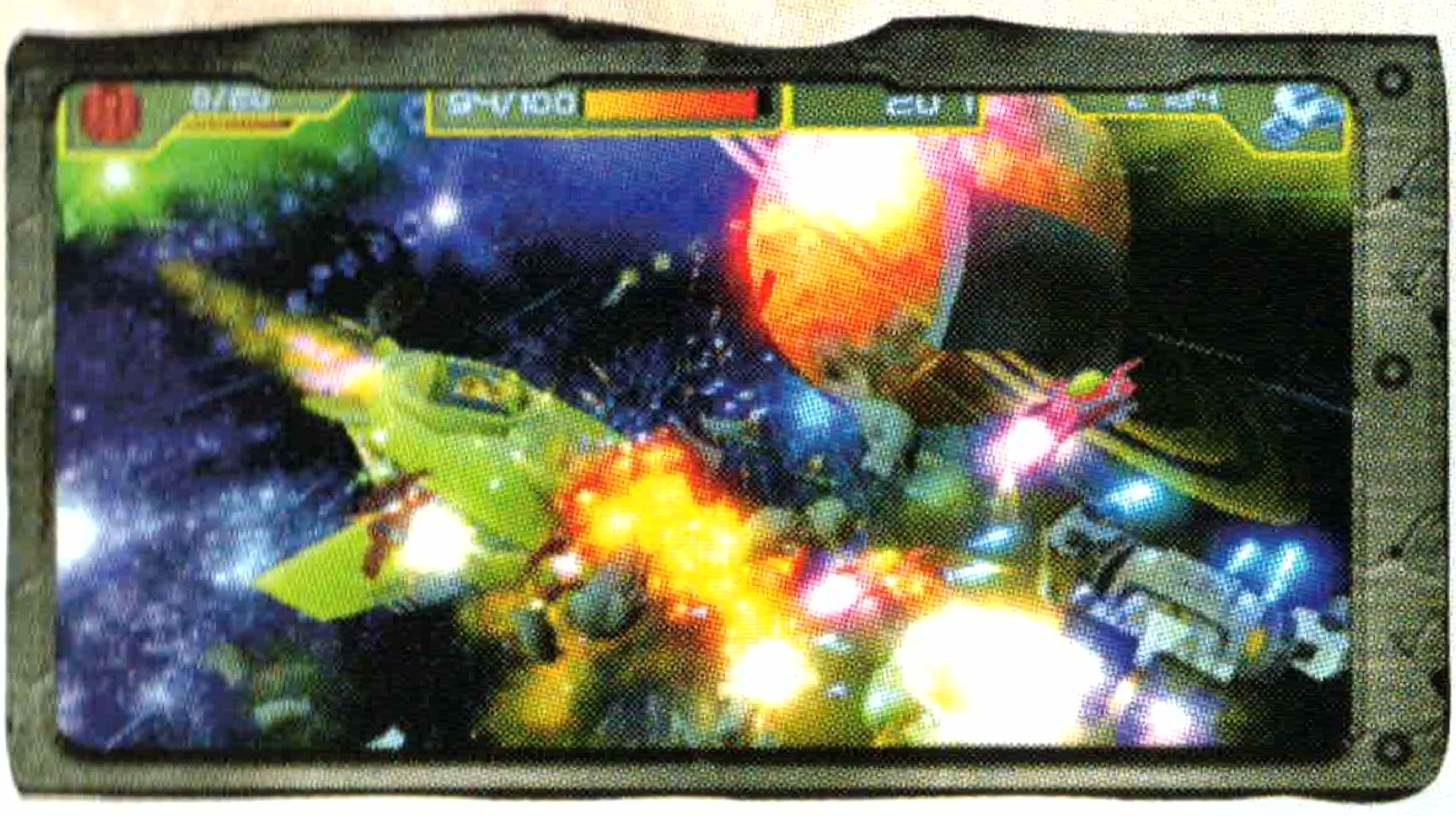


Destruction Derby: Every so often Clank will be expected to take part in a brutal robotic destruction derby. During these events, Clank operates different robotic vehicles while he attempts to obliterate the competition. Press the ■ or ⊗ buttons to fire their weapons. When acquired, the ◎ button activates a power-up.



Gadgebot Survival: Gadgebot Survival involves directing these tiny robots into special safe houses. The catch is that they are constantly walking in one direction. You can command them to DETONATE, ELECTRIFY, SWING, or BRIDGE by holding down the ▲ button, and then selecting the command with the analog stick. This is a puzzle challenge, and one that will require your quick-thinking skills and fast reflexes.

CONTROLLING CLANK



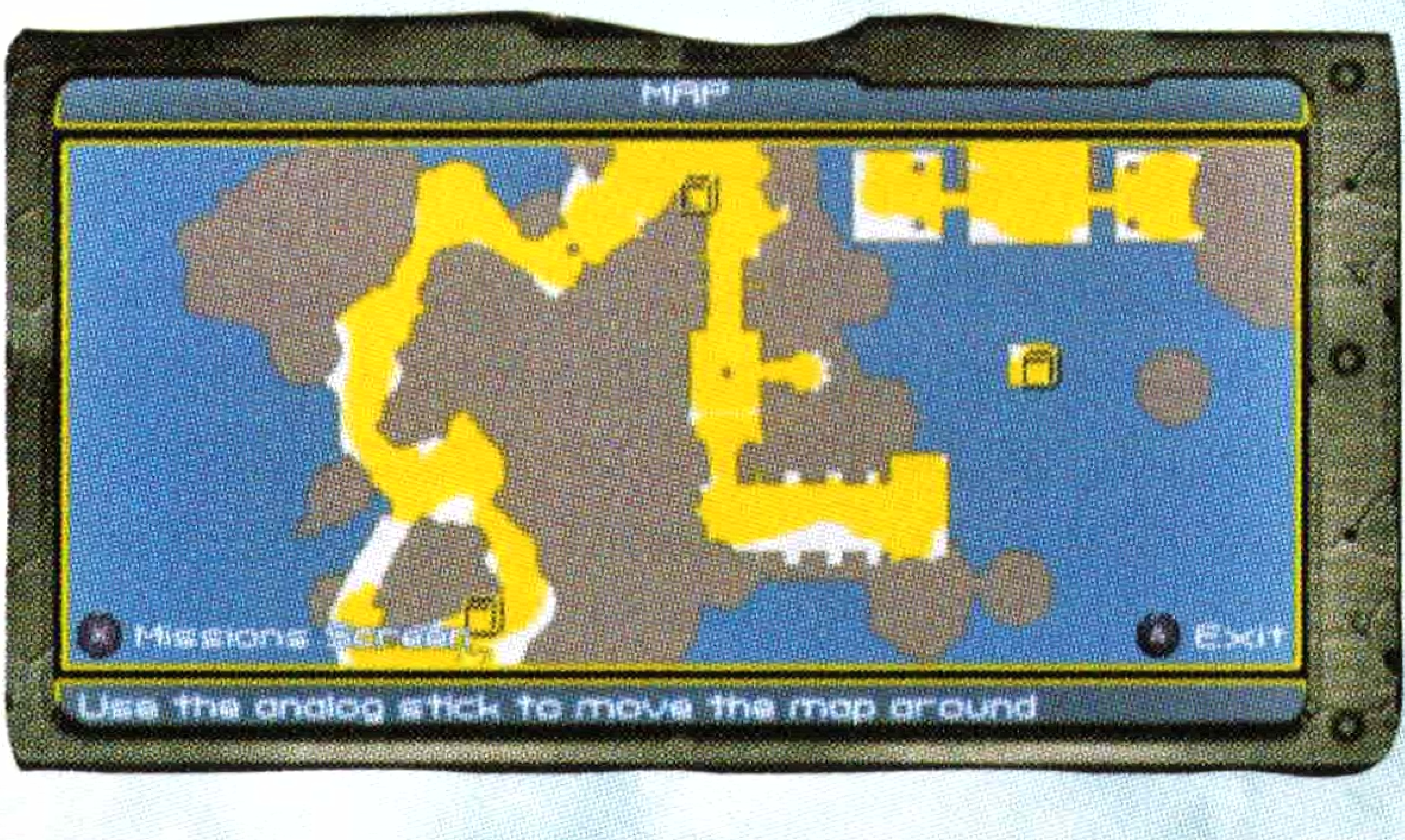
Giant Clank: Clank can also transform into Giant Clank, a giant robot with the ability to fly through space and shoot down enemy craft, regaining health and earning Bolts as he does so. When controlling Giant Clank, use the analog stick to move him around the screen in order to avoid space debris and other obstacles. To fire his blasters, press the ⊗ or ◎ buttons. Once acquired, Clank can also fire off a series of Multi-Missiles by pressing the ■ button.

***Note:** You can toggle between NORMAL and INVERTED Fly Controls for Giant Clank by accessing the Camera Controls Menu on the Options Screen.*

THE PAUSE MENU

Pressing the START button during the game will pause the game and open the Pause Menu. Use the analog stick or directional button to cycle through your choices and press the ⊗ button to confirm your selection. Pressing the △ button or START button will return you to the game.

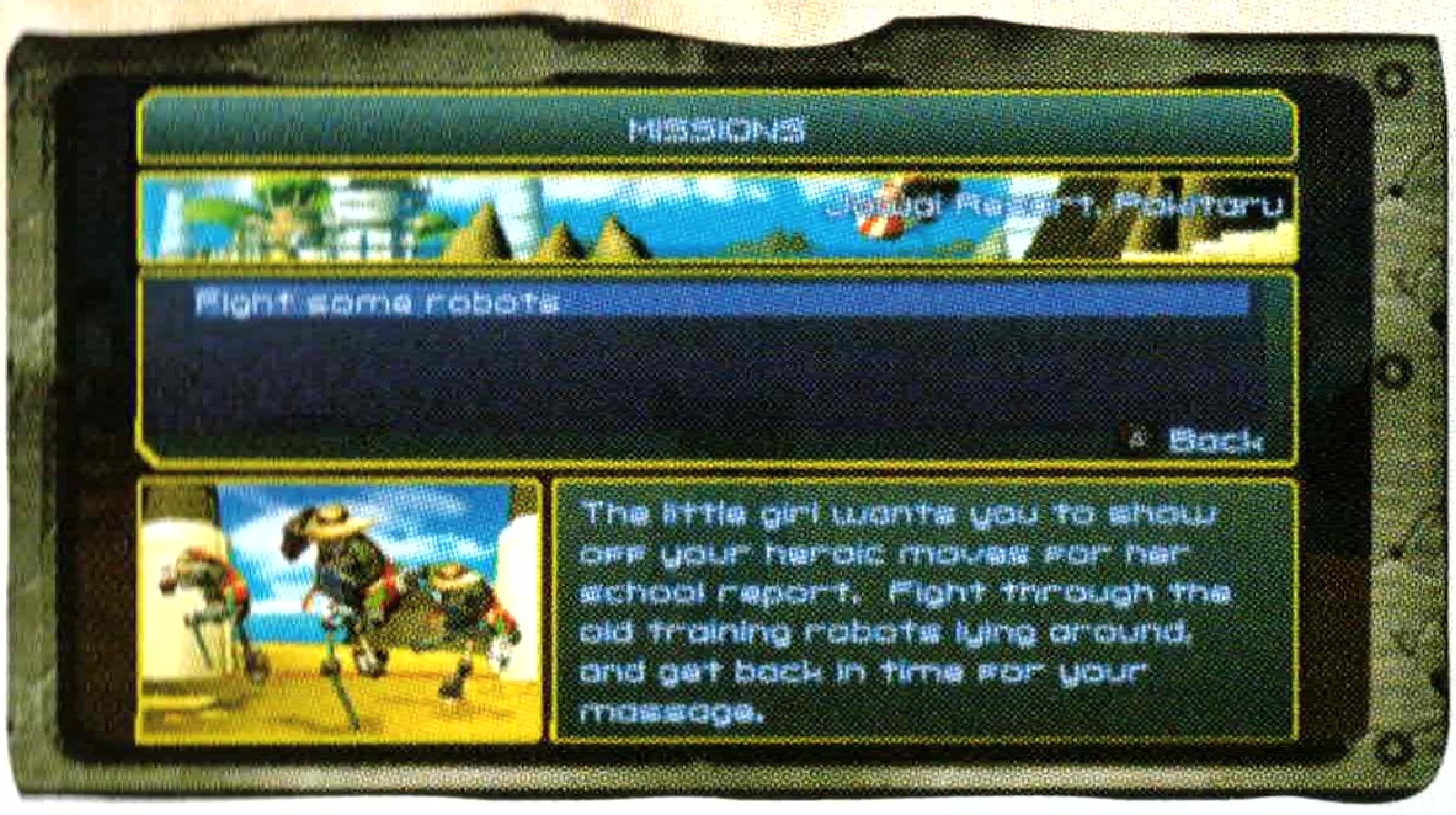
MAPS / MISSIONS



Use the analog stick to move the map around

Map: On the Map Screen, you will be able to perform a variety of functions, including viewing the Missions Screen, and scanning your surroundings. Press the analog stick in any direction to scan all areas of the Map. Press the ■ or ● buttons to zoom the map in and out. The arrow on the Map represents your current location and the direction you are facing. Question Marks on the Map indicate areas of interest. Sections in white indicate areas you have yet to explore, while sections filled in yellow indicate areas you have already been. Pressing the ⊗ button will access the Missions Screen.

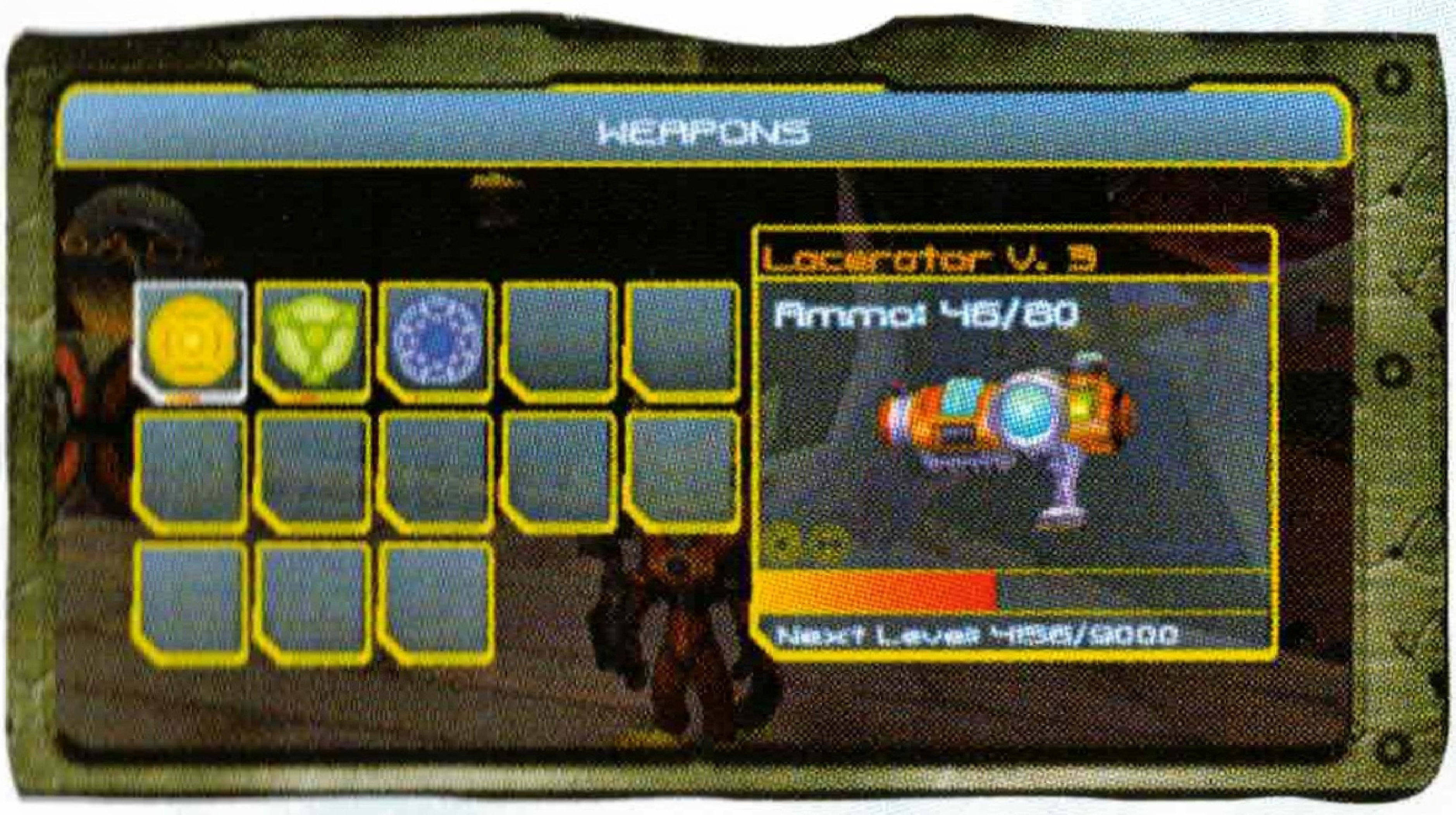
THE PAUSE MENU


MISSIONS
Jowai Resort, Pokitaru
Fight some robots
Back

The little girl wants you to show off your heroic moves for her school report. Fight through the old training robots lying around, and get back in time for your massage.

Missions Screen: The Mission Screen is where you can go to get your Mission objectives for each destination. Some missions will only appear after certain conditions have been met. You can return to any planet you want, even when all of the Mission objectives have been accomplished.

WEAPONS


WEAPONS
Lacerator V. 3
Ammo: 46/80
Next Level 4156/9000

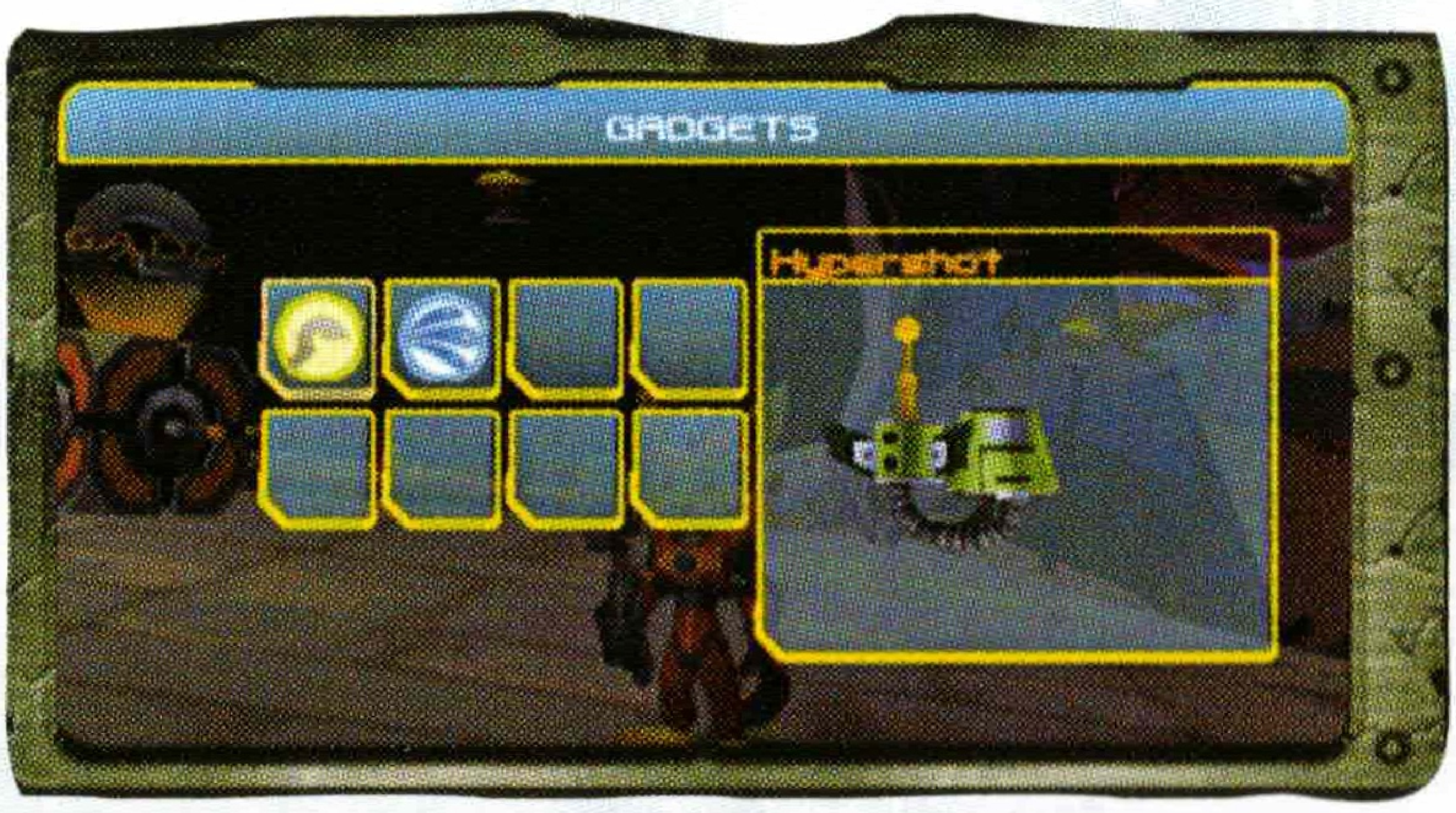
The best place to manage your weapons is the Weapons Menu. This Menu displays the current Weapons in your inventory, as well as important information, such as their Upgrade Level, Ammo Supply, and Mod Status. Weapons come with the built-in ability to upgrade themselves with continual use. The upgrade bar underneath each one shows its current level. When the bar is completely filled, it will instantly be upgraded into its next, more powerful form. You can also use the Weapons Menu to choose and equip

a Weapon. Use the analog stick or directional buttons to cycle through them and press the ⊗ button to confirm your selection. To learn more about a selected weapon, press the ■ button.

Weapon Mods: Certain weapons can be enhanced with black market Weapon Mods. Once purchased and equipped, these Mods can enhance the functionality of your weapons in a variety of different ways.

Note: *When a Weapon Mod is installed, it shows up as a colored icon below the image of the weapon in the Weapons Menu.*

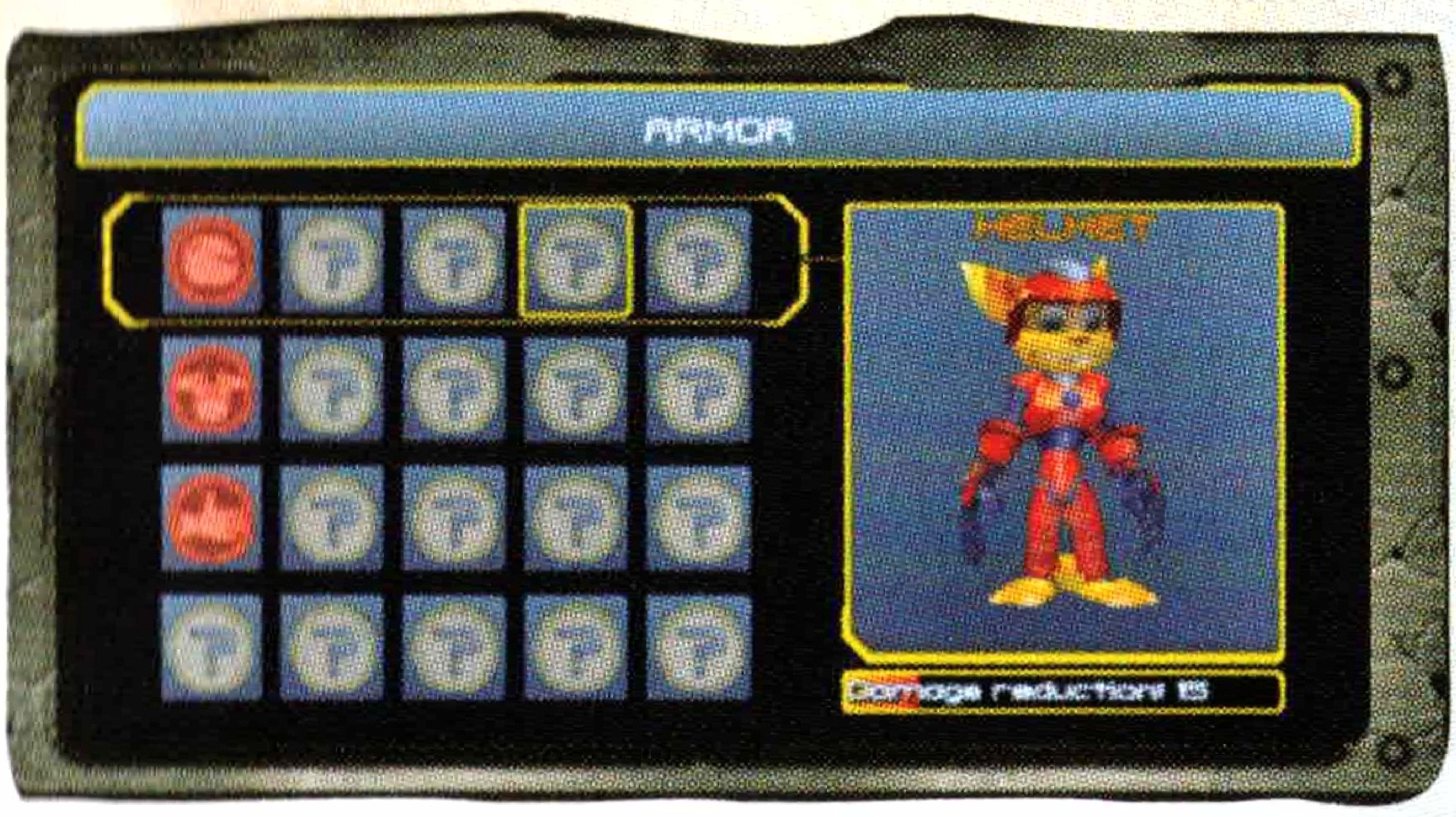
GADGETS



The Gadgets Menu is where you will see the current Gadgets and Items in your inventory. You can use the Gadgets Menu to choose and equip a Gadget by highlighting the one you want to use, then pressing the ⊗ button to confirm your selection.

Note: *Some objects on the Gadgets Menu are Items, and are not equippable, although they may automatically be used at specifically indicated points throughout the adventure.*

ARMOR



Damage reduction: 15

A hero should never go into battle without protective Armor. Made of the strongest natural and synthetic elements found from the far reaches of the galaxy, this variety of protective outer-ware, which ranges from Helmets and Body Armor to Gloves and Boots, can lessen the damage done to you from enemy fire and even give Ratchet special abilities and powers. Use the Armor Screen to mix and match the various pieces of armor collected during your adventure. Pressing the analog stick or directional buttons ⬆ and ⬇ cycles through the different armor categories. Pressing the analog stick or directional buttons ⬅ and ➡ highlights the available pieces in each category. To equip a piece of armor, press the ⊗ button. The Damage Reduction Bar, located underneath the image of Ratchet, indicates the amount of protection Ratchet is currently receiving from his equipped armor. Try equipping different combo for interesting results!

***Note:** When you complete an armor combination that gives Ratchet new abilities, these abilities will appear once you return to the game.*

THE PAUSE MENU

HELP

Confused? Lost? Can't tell the difference between Comet Strike and a Hyper Strike? Head over to the Help Menu brought to you by the Helpdesk, where you will find all of the pertinent information to keep you informed and on the right track.

Help Message Log: This menu lists all of the previously displayed Help messages for quick reference.

Controls Help: Displays the PSP® System's control setup.

Moves Help: Access this menu for detailed descriptions of Ratchet's moves.

OPTIONS

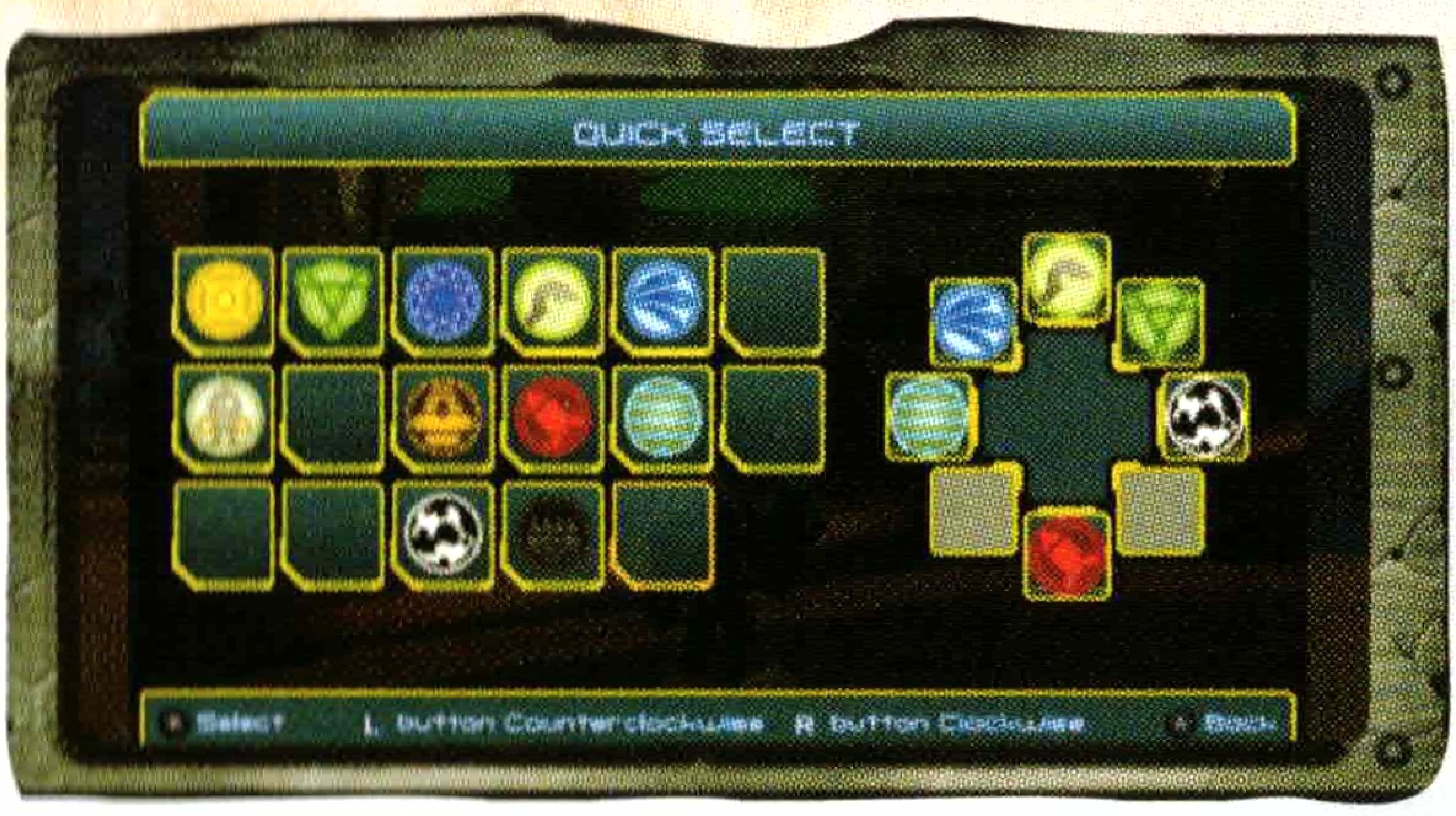
The Options Menu allows you to manage some of the more mundane, yet necessary aspects of being a hero. Here you can edit a variety of Options, including manually saving and loading your game, managing your Quick Select Menu, accessing your camera & controls and audio visual settings, and quitting your current game and returning to the Title Screen.

Save: This option preserves your current progress, allowing you to return to the beginning of the level with all of your newly acquired bolts and weapons intact. Continue Points are located throughout the stage and serve as checkpoints. They save automatically.

***Note:** You can save to multiple save slots at the Save Menu. Use directional buttons ⬆ and ⬇ to select an open save slot.*

Load: Choose this option to load your previously saved data. Use directional buttons ⬆ and ⬇ to select a saved game file from the Load Menu.

THE PAUSE MENU



Quick Select: Weapons management is the key to galactic survival. Your inventory of weapons and gadgets can get huge, and always having the right weapon ready for the right situation will help stack the odds in your favor. You can select your eight favorite weapons or gadgets and equip them using the Quick Select System. When in the Quick Select Menu, the L and R buttons cycle through the current weapons and gadgets in your Quick Select System, while the analog stick or directional buttons highlight the others in your inventory. To swap out or add a weapon or gadget into your Quick Select System, first highlight the one you want to replace with the L and R buttons, then select the new one with the analog stick. Pressing the ⊗ button will confirm your selection.

Camera & Controls: Use this menu to adjust the View Mode for both 3rd and 1st Person controls, toggle the Camera Orientation between Normal and Inverted, turn ON/OFF the Quick Select Pause, toggle the Fly Controls between Normal and Inverted, and swap the Strafe Controls between the analog stick and directional buttons.

Audio Visual Settings: Use this menu to toggle Subtitles ON/OFF, adjust the volume of the Music and Sound Effects, and toggle the Helpdesk Text and Voice ON/OFF.

THE PAUSE MENU

Quit: Press the ⊗ button and then ⊙ button to quit the current game and return to the Title Screen.

***Note:** Make sure you manually save your game before quitting, as any progress not saved before quitting will be permanently lost.*

SPECIAL

This menu contains unlockable Cheats and other secret goodies, including Skins that can be purchased with Titanium Bolts, Skill Points that must be discovered and achieved, previously viewed Cinematics, and any sets of Armor you've found and combined.

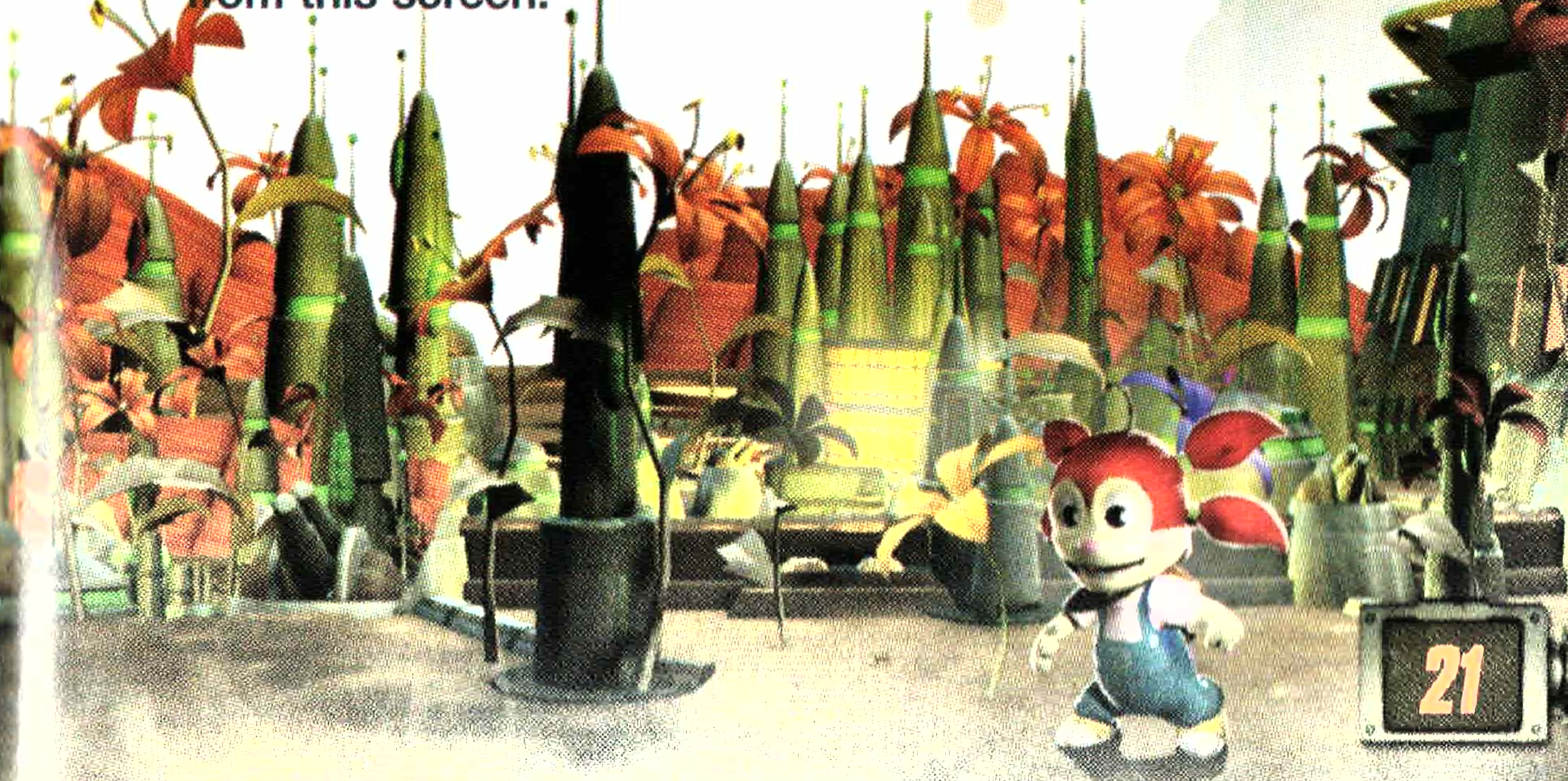
Cheats: Cheats are unlocked by achieving Skill Points. The more Skill Points you find and achieve, the more Cheats become available. When you achieve the required number of Skill Points to unlock a Cheat, highlight it with the directional buttons and press the ⊗ button to toggle it ON/OFF.

Skins: Skins are new outfits and costumes for Ratchet to wear that must be purchased with Titanium Bolts. When you have the required amount of Titanium Bolts to purchase a Skin, highlight the Skin with the directional buttons and press the ⊗ button to equip it.

Skill Points: Skill Points are earned by completing cryptic scenarios or objectives. Some are easy, some are clever, and some involve the most insane tests of skill that you are likely to encounter in this or any galaxy! Earn enough Skill Points and you will be able to unlock some very cool stuff in the Cheats Menu.

Cinematics: Access this menu to watch all of the cut scenes you've viewed during your adventure.

Armor: Once a complete Armor set has been acquired and combined, it can quickly be viewed and equipped from this screen.



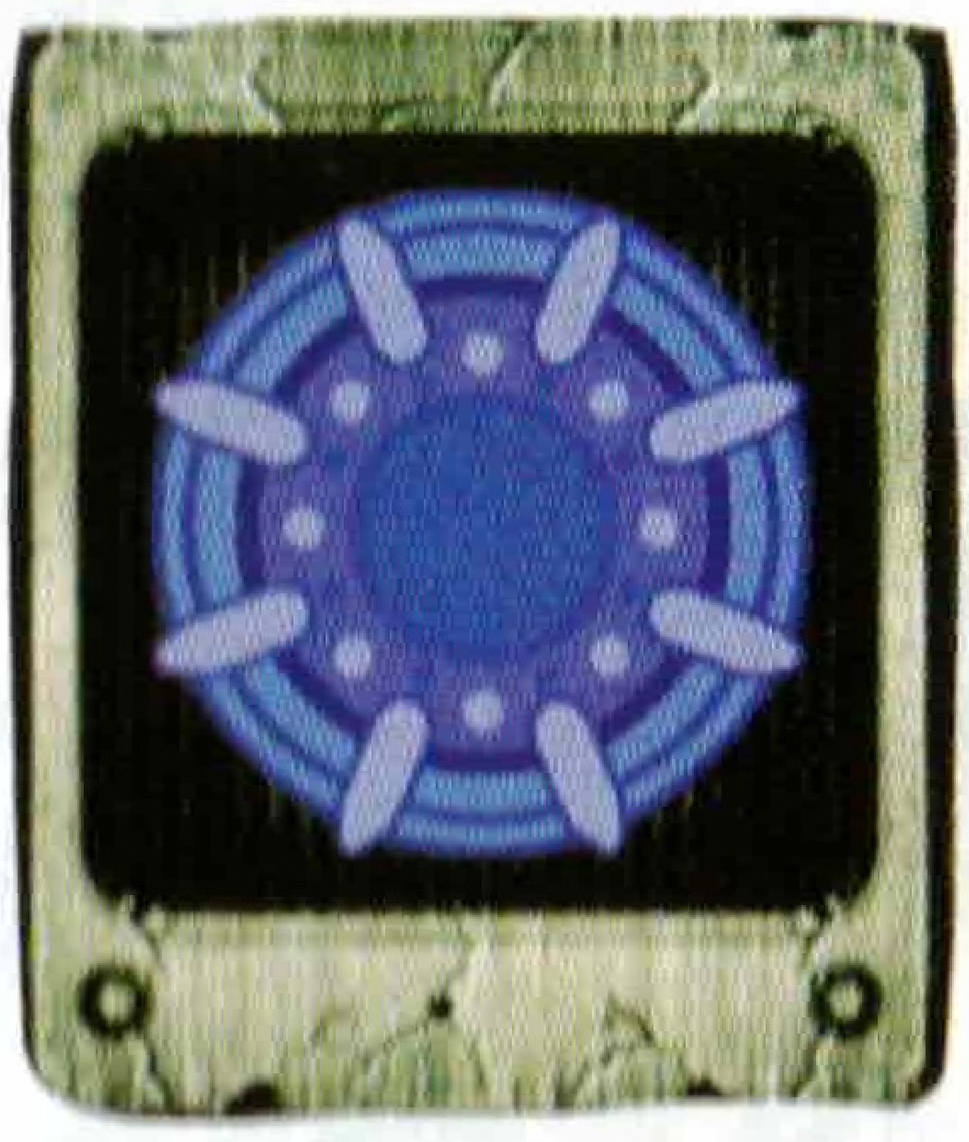
KNOW YOUR ARSENAL

Ratchet & Clank are no strangers to weapons and gadgets. Below is a sampling of some of the items they'll come across in their new adventure.

WEAPONS

Lacerator: The Lacerator is an easy-to-use, durable, basic blaster pistol that also packs a punch. Firing super-heated plasma slugs that strike enemies like a laser, the Lacerator is great for mowing down enemies one-by-one.

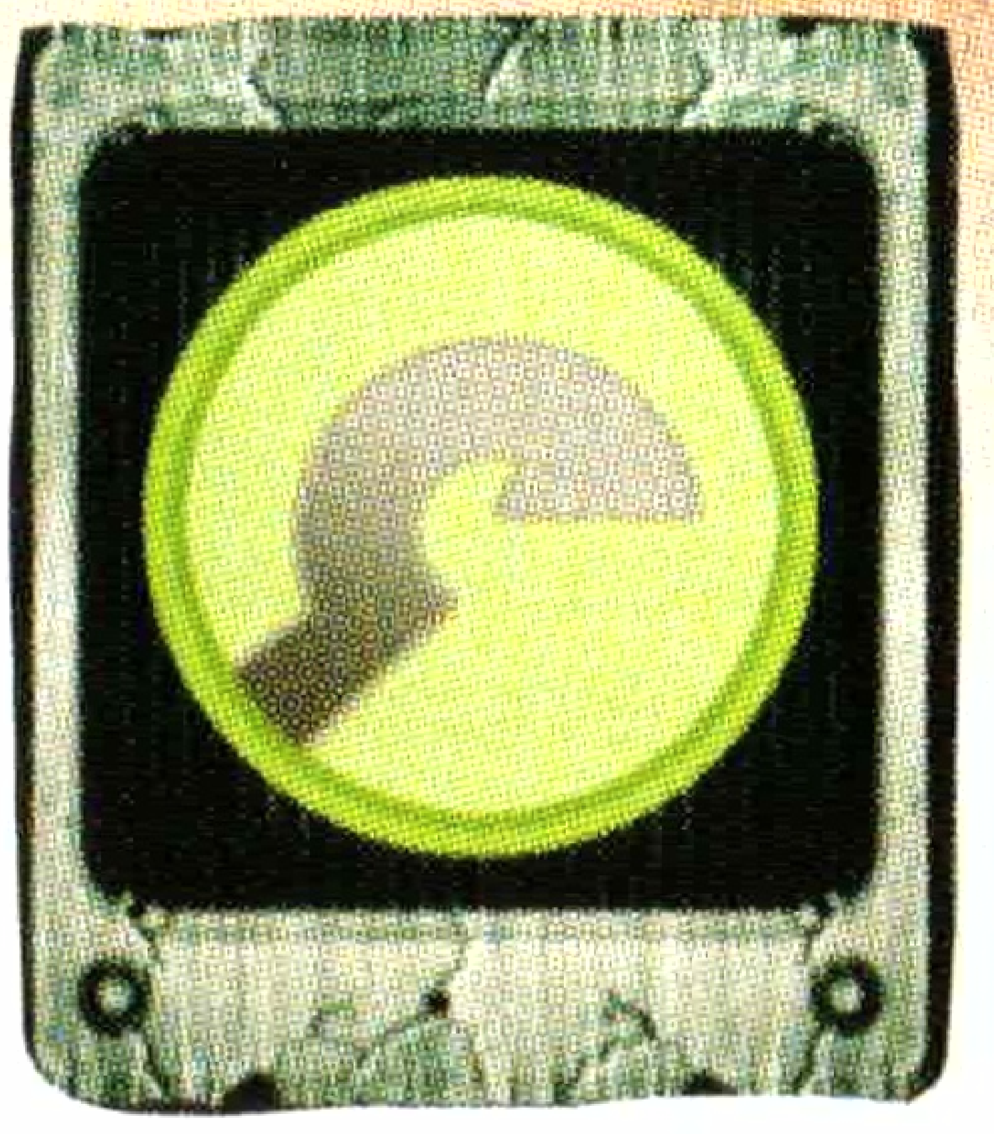
Acid Bomb Glove: The Acid Bomb Glove is the next-generation version of Gadgetron's venerable Bomb Glove. Featuring a high-yield Gammachlorion acid Warhead, the Acid Bomb trades ammo capacity and rate of fire for extra damage and an area-effect acid spray that lingers and is sure to burn anyone foolish enough to run through it.



Concussion Gun: The weapon of choice for the Galactic Ranger's riot squad, the Concussion Gun fires a shotgun-like blast of devastating titanium pellets that deal more damage the closer the enemy is. Also good against swarms of enemies, or the occasional Galactic Riot.

KNOW YOUR ARSENAL

GADGETS



Hypershot: The Hypershot fires out an energy cable that can be used to swing and grapple on to special "swing targets."

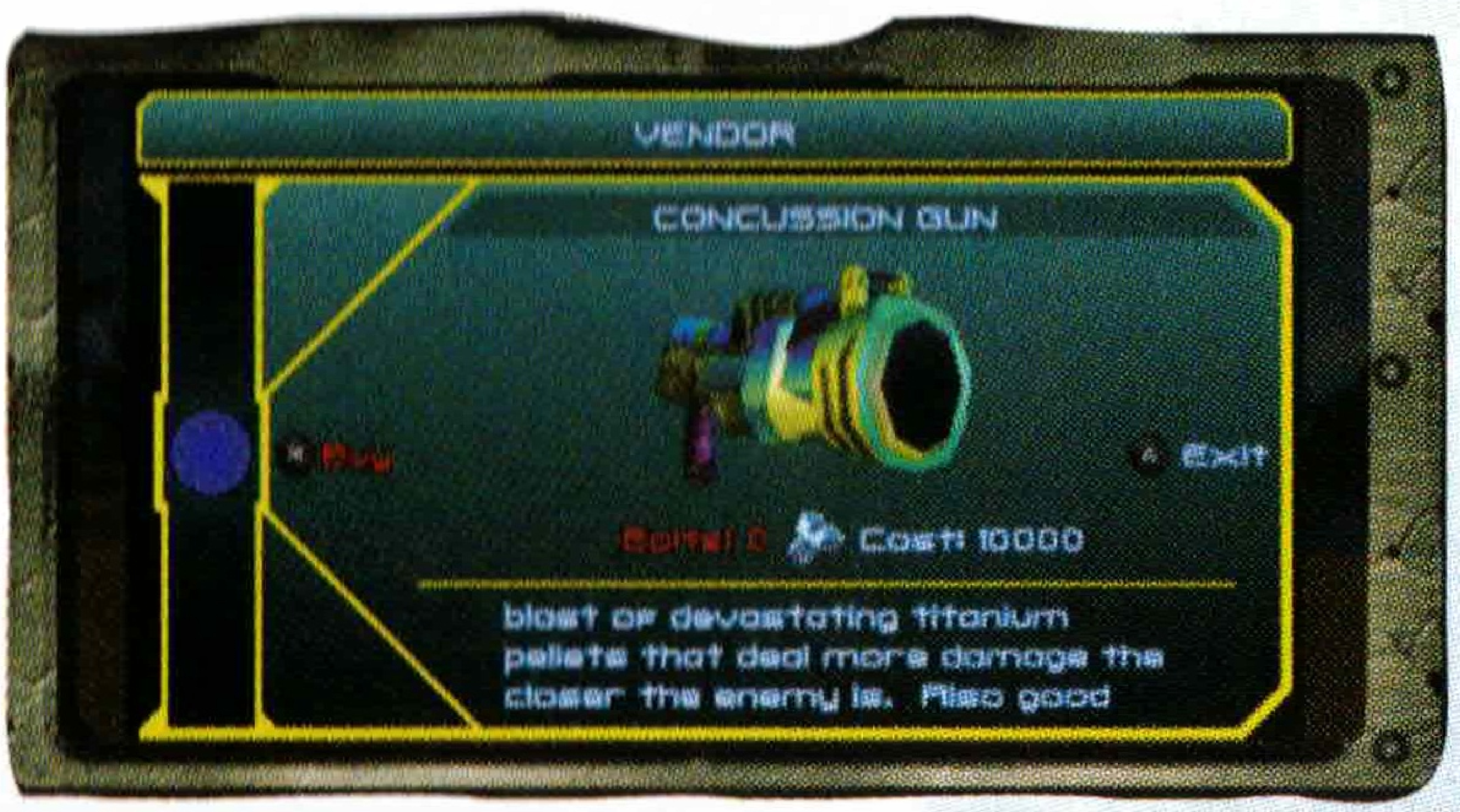
Sprout-O-Matic: The Sprout-O-Matic nourishes sprouts that grow in Electro-soil. Just spray them liberally with water and watch them follow you wherever you need to plant them!

Polarizer: This Black Market device will amplify and modulate the harmonic frequency of any electromagnetic resonator it targets. That is, it can change a magnet from push to pull or back again if you target it and press the ◉ button.

NANOTECH

Nanotech heals injuries instantly from the inside out using Nanobots. Recent developments in Nanotechnology allow you to absorb Nanomites by defeating enemies, which will continually increase the maximum amount of Nanotech you can carry.

VENDORS



blast of devastating titanium pellets that deal more damage the closer the enemy is. Also good

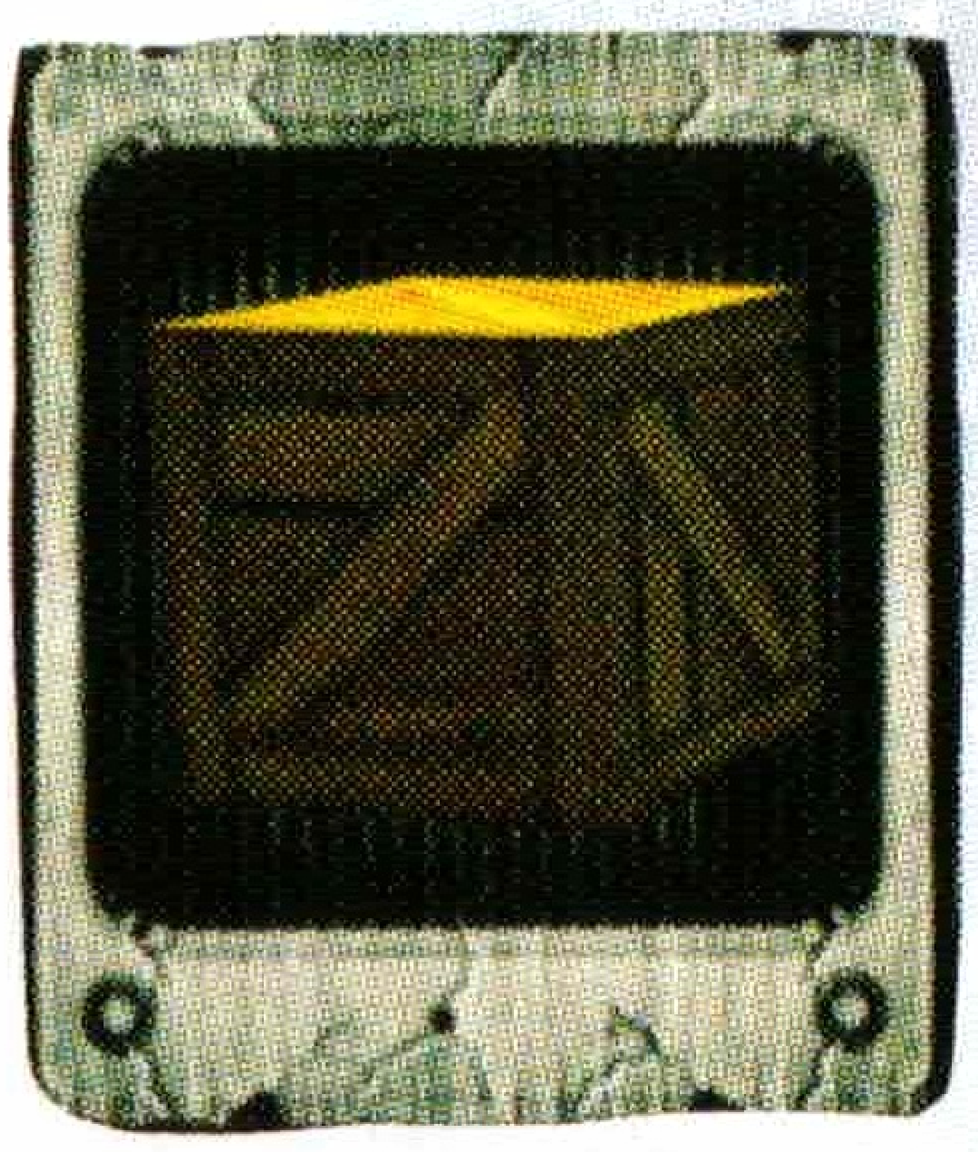
The Vendors are virtual one-stop shopping centers set up on every planet throughout the galaxy. Here, Ratchet & Clank can shop for the latest high-tech weapons, ammunition, and Mods using the bolts they find along the way. To activate a Vendor, just walk up to it and press the △ button. Use the analog stick or directional buttons ⬆ or ⬇ to cycle through the available wares. To purchase a weapon, ammo, or mod, highlight the corresponding icon and press the ⊗ button to confirm the purchase. The amount of bolts you currently have, as well as the cost of the item, is displayed in the center of the screen.

HEROIC ESSENTIALS

BOLTS

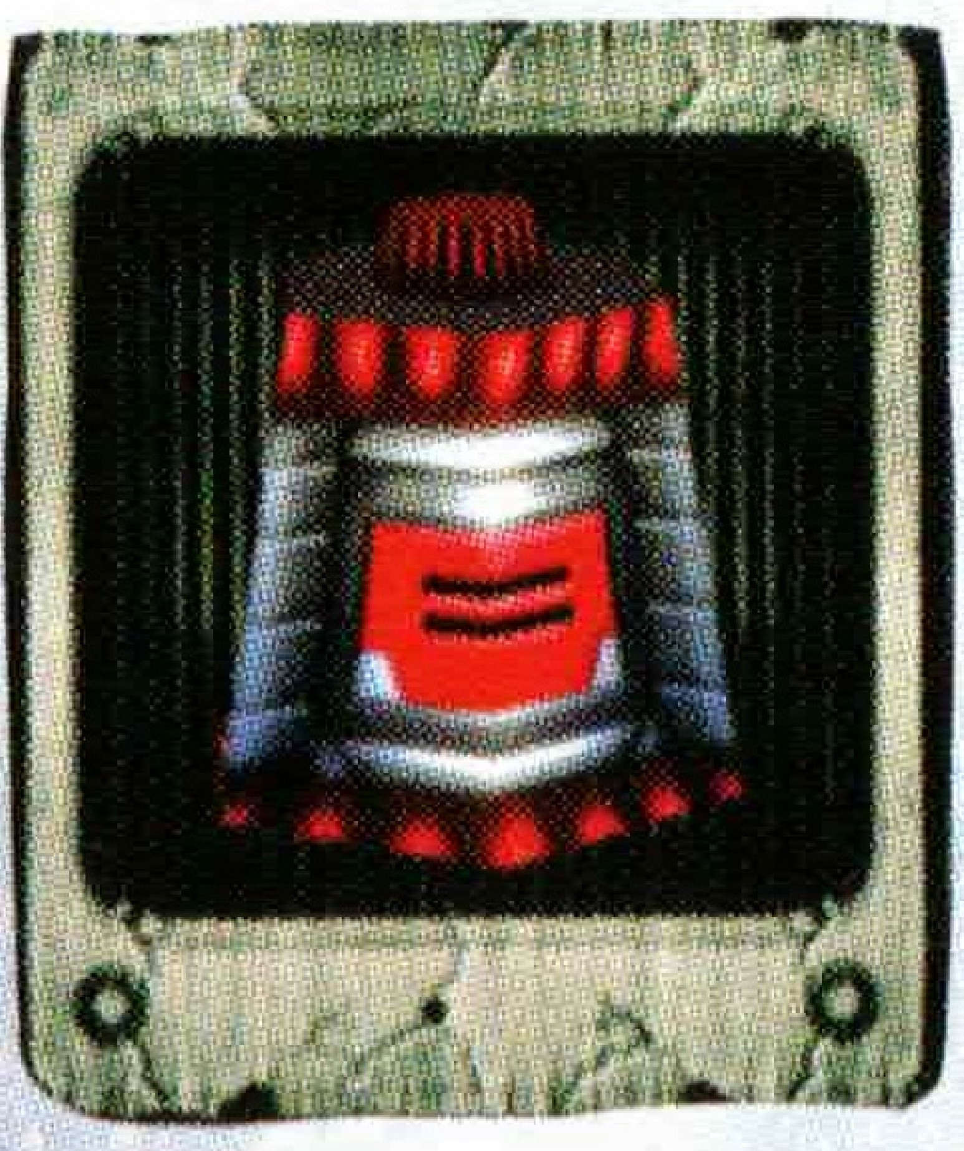
The currency of the universe, Bolts are what you need to purchase all those great Weapons, Mods, and Ammo to keep you one step ahead of your foes. You'll find that crates are full of them, and enemies always carry a few on them, too.

BOLT CRATES



Yours for the taking, busting these boxes will reveal their bounty of Bolts inside.

AMMO



Most weapons require ammunition but have a limited ammo-carrying capacity. Ammo can be purchased from Vendors found throughout the galaxy or inside specially marked Crates.

HEROIC ESSENTIALS

AMMO CRATES

Bust open these crates to replenish your ammo stores. While there's no telling which kind of ammo is stored inside, chances are it will be something you need. If you've already maxed out the ammo level for a weapon, you won't be able to pick up any of the contents.

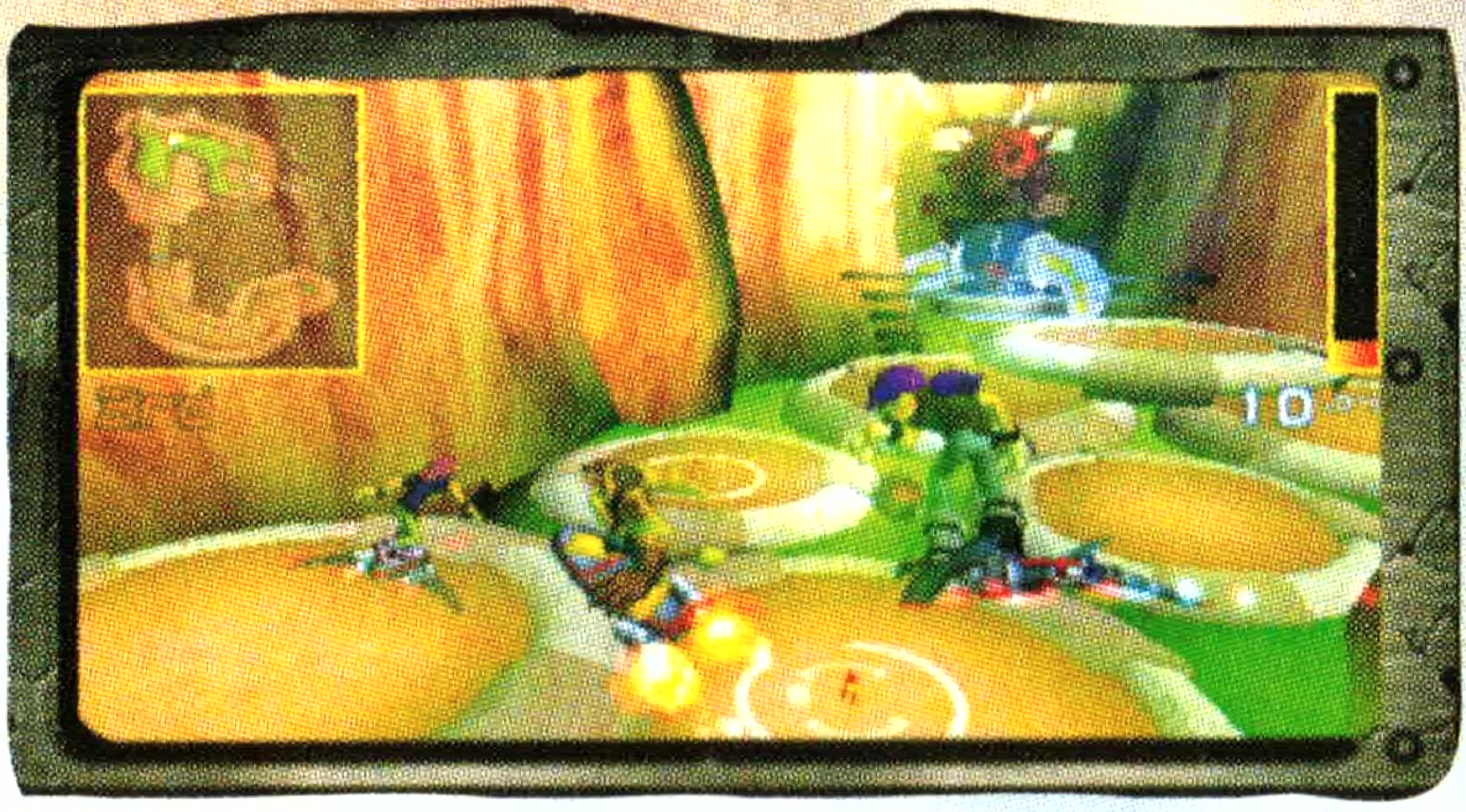
EXPLOSIVE CRATES

These exploding crates will start to countdown if you touch them. Get too close to one when it blows, and you will find yourself missing more than a fair share of your fur. While they might be harmful to your health, Explosive Crates contain Bolts. Use the Omniwrench 10k and its Comet-Strike feature to detonate them from a safe distance.

TITANIUM BOLTS

Titanium Bolts are the rarest form of currency in the galaxy and very hard to find, but worth every bit of effort required to uncover them. Use these precious commodities to purchase Skins in the Cheats Menu.

SKYBOARD RACING



No stranger to competition, every once in a while Ratchet will have to complete a series of high-speed hoverboard-style races for prizes and bolts. Skyboard races are all about speed, avoiding hazardous obstacles, and earning boost. Boost can be picked up by running over boost rockets along each track. Certain items, such as forward facing arrows, propel Ratchet forward while others, such as backward facing arrows, conspire to slow the lombax down.

RACING CONTROLS

Analog stick or directional buttons ← or →	Steer
⊗ button	Jump
▢	Boost
▢ (hold) + analog stick ↑ or ↓	Air Boost (while jumping)

MULTIPLAYER

Up to four players can compete online via the PSP® system's Infrastructure mode or challenge nearby friends to wireless head-to-head action via Ad-Hoc mode. Press START from the Title Screen to access the Main Menu. At the Main Menu, choose MULTIPLAYER GAME to be taken to the Choose Network Type Menu where you can select between Infrastructure and Ad Hoc Modes.

AD HOC

Ad Hoc mode is a Wi-Fi feature that allows two or more individual PSP® systems to communicate directly with each other. Connect to your closest buddies through Ad Hoc mode and challenge them to a multiplayer game of **Ratchet & Clank®: Size Matters.**

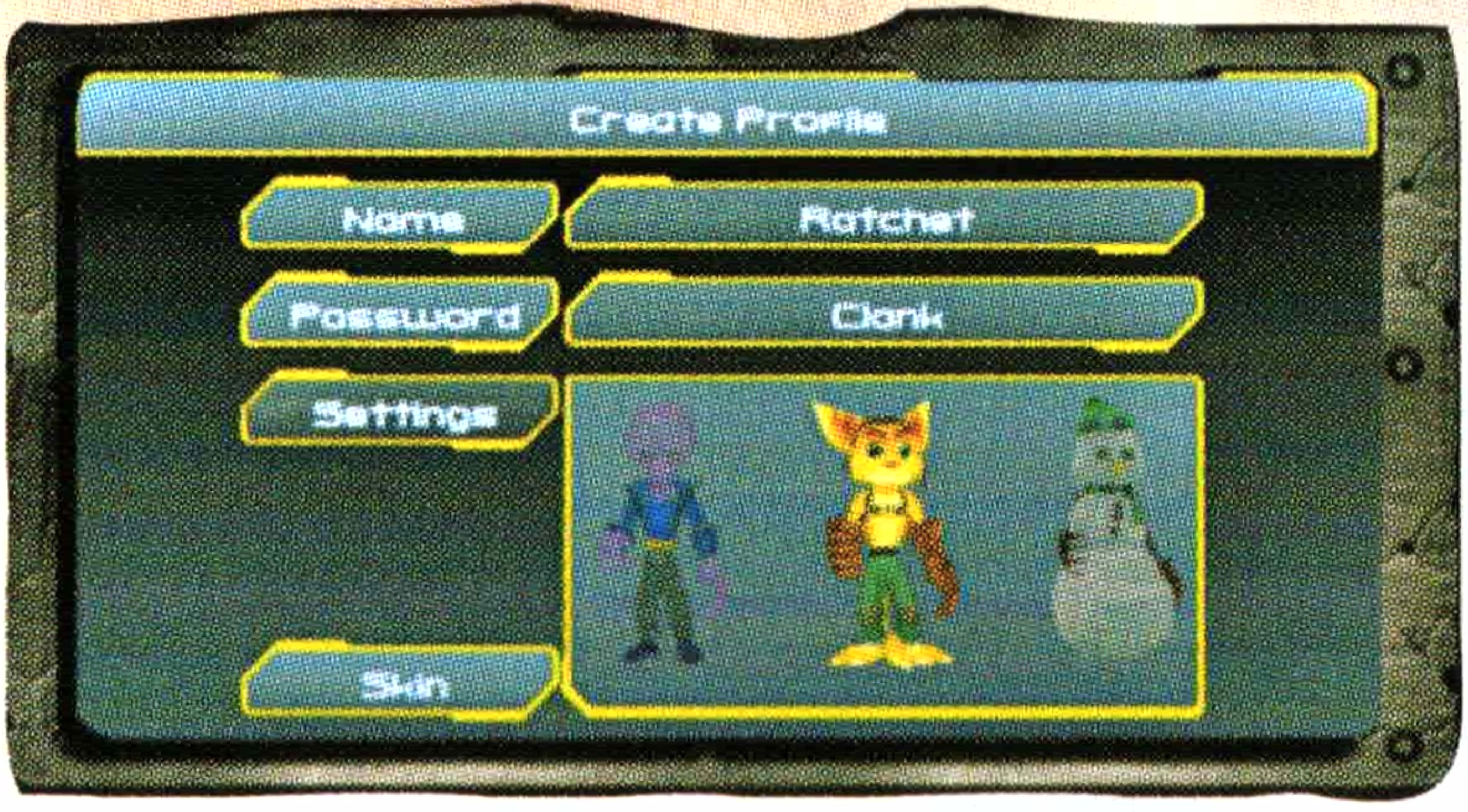
*Note: To play **Ratchet & Clank®: Size Matters** via Ad Hoc mode, you will need at least one opponent with a PSP® system running **Ratchet & Clank®: Size Matters.** For best results, players should be stationed within 30ft, with a clear path between units.*

INFRASTRUCTURE

Compete against other players via a connection to a wireless local area network (WLAN) and play Ratchet & Clank: Size Matters Online. See Playing the Online Game, pg. 35, for more information.

MULTIPLAYER

CREATING A PROFILE



Create Profile

Name: Ratchet

Password: Clank

If this is your first time playing the game or you have no previously saved profiles, you will be asked to first create a profile. Use the analog stick or directional buttons to highlight an option, press the ⊗ button to select a choice, and press the ◎ button to create your profile when you're finished. You can return to the previous menu by pressing the △ button.

Note: Separate profiles need to be created for Ad Hoc and Infrastructure play.

Name: Use the virtual keyboard to enter your profile name. When you're finished, highlight ENTER and press the ⊗ or START buttons.

Password: You can choose to create a password to password protect your profile. Passwords are not an option for Ad Hoc play.

Note: Be sure to write down or remember your password. Lost passwords cannot be retrieved by SCEA Consumer Services. If you lose your password, create a new player name and password for online play.

Settings: Adjust your Multiplayer game options. Scroll through the options by using the directional buttons ⬆/⬇ or by moving the analog stick up or down. Change the option by using the directional buttons ⬅/➡ or by moving the analog stick left or right.

Camera Left/Right – Toggle camera control between NORMAL/INVERTED.

Camera Type – Toggle camera type between PASSIVE/FOLLOW.

Strafe Control – Set the strafe controls to the directional buttons or analog stick.

Music Volume – Set the level of the background music.

Effects Volume – Set the level of sound effects.

Skin: Highlight SKIN and use the analog stick or directional buttons ⬅/➡ to cycle between the available Skins for your character.

CREATING A NETWORK CONNECTION

Note: *If you have already created a valid network connection using the PSP® (PlayStation®Portable) system software, skip this section and review the remaining sections.*

Before you can play **Ratchet & Clank®: Size Matters** online, you must have created a valid network connection. If you have already created and saved a network connection, you are good to go. If not, you can use the Network Settings application in the PSP® system software menu under Settings.

Note: *For more detailed information on creating a Network Connection, see the PSP® system Instruction Manual.*

Note: *If you experience connection issues, ensure that the WLAN Power Save mode is OFF. The WLAN Power Save is located in the PSP home menu in Power Save Settings of the Settings column.*

MULTIPLAYER

GET CONNECTED TO RATCHET & CLANK®: SIZE MATTERS

Use of the online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at:

www.us.playstation.com/support/useragreement

1. On the Main Menu, highlight MULTIPLAYER GAME and press the ⊗ button to continue to the Choose Network Type screen.

2. On the Choose Network Type Screen, select INFRASTRUCTURE and proceed to the Network Connection screen.

3. Select a connection to connect online (you must have already created a Network Connection). If you don't have a Network Connection, select New Connection and use the Network Settings application.

***Note:** For more detailed information on creating a Network Connection, see the PSP® system Instruction Manual.*

4. Please read the User Agreement and press the ◎ button to accept if you agree to the terms.

***Note:** You must agree to the terms of the User Agreement to connect to Ratchet & Clank: Size Matters online.*

5. On the Choose Profile Screen, select CREATE PROFILE to create a Profile and proceed.

6. Select NAME. Use the virtual keyboard to enter a screen name and select ENTER. Select PASSWORD, enter a password, then select ENTER.

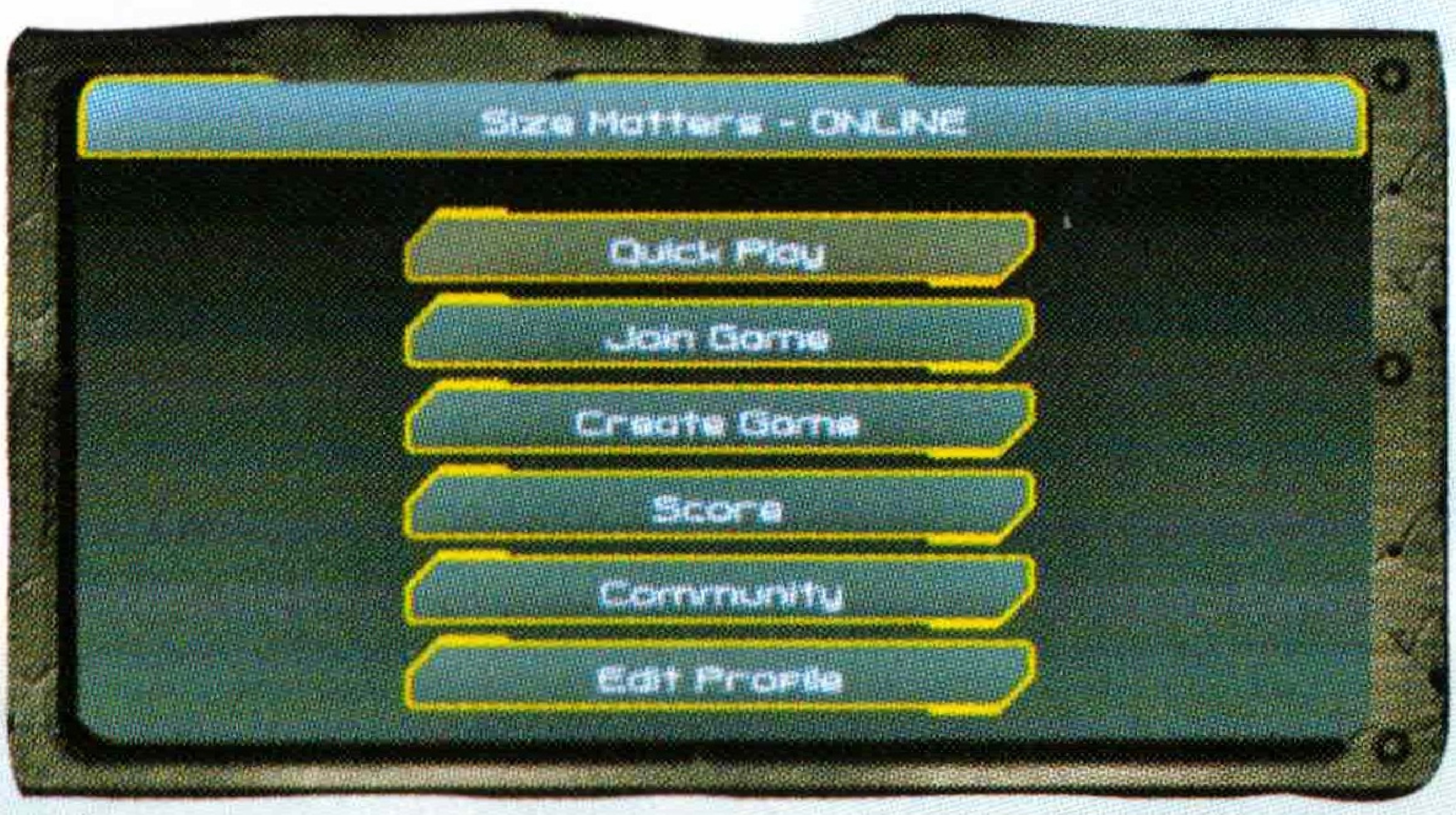
Note: *Be sure to write down or remember your password. Lost passwords cannot be retrieved by SCEA Consumer Services. If you lose your password, create a new player name and password for online play.*

7. Select SETTINGS to adjust the Multiplayer game settings. Next, select SKIN to choose a skin. Once a name, password and Skin have been chosen, press the ◉ button to create and save your profile. If the player name you have selected is available, you will be prompted to save the profile. If you receive an incorrect password error, someone has already registered that player name and you must select a new one.

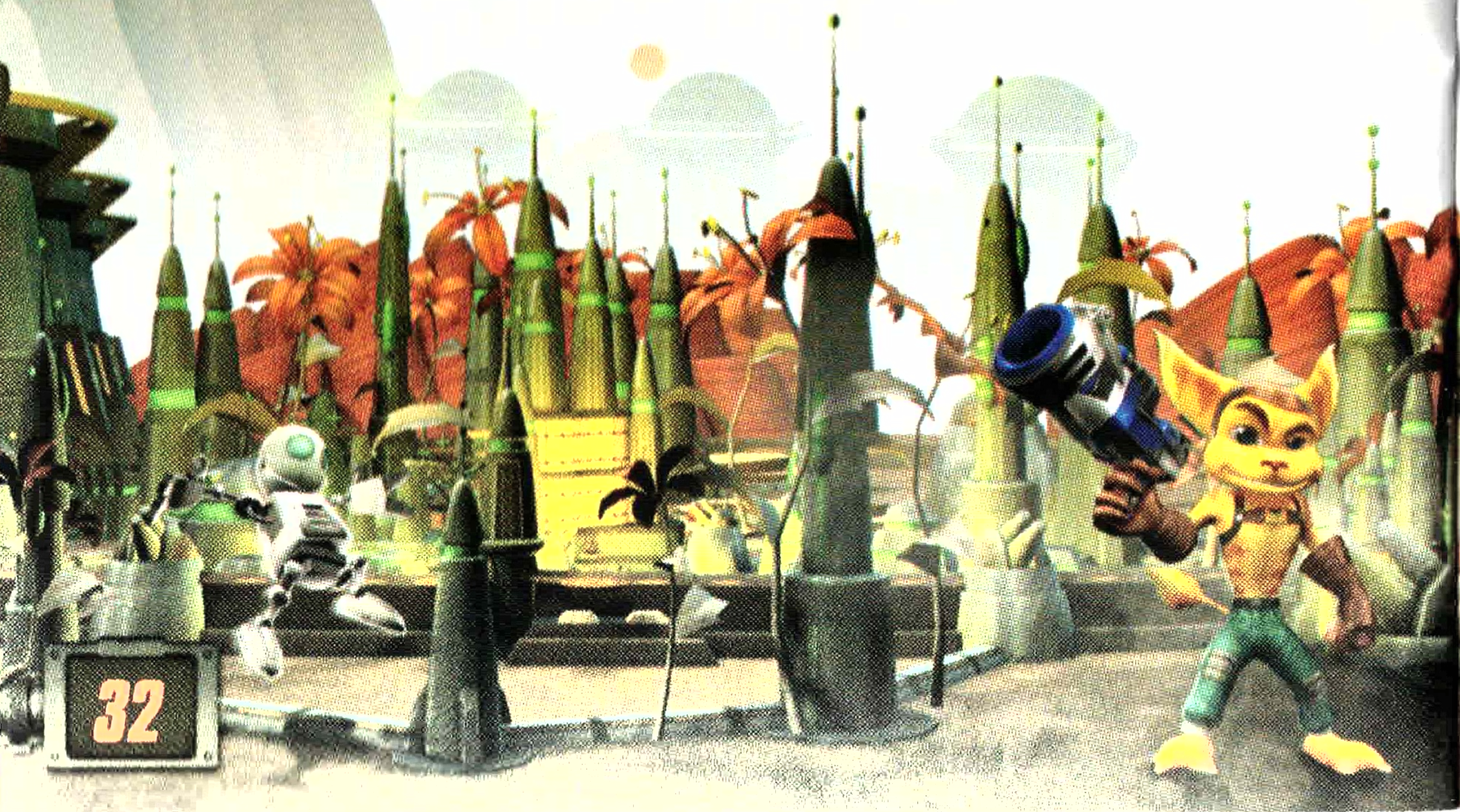
Note: *For more information on Settings, see Settings, pg. 29.*

8. On the Choose Chat Room Screen, use the directional buttons or analog stick to choose a Chat Room and press the ⊗ button to connect to the **Ratchet & Clank: Size Matters™** Online Menu.

ONLINE MENU



Once on the Online Menu, select from a variety of multiplayer features and options. Use the analog stick or directional buttons ↑/↓ to highlight and option and press the ⊗ button to confirm your choice. Press the △ button to return to the previous menu.



Quick Play: Quick Play is designed to quickly help you get into the game. It will default to the most liberal settings, but you can choose to filter any of the settings in order to tailor the online experience to your liking.

Mode — The default setting will search for any Game Mode, but you can choose a specific type here. You can choose between Iron Lombax, Deathmatch, and Capture the Flag. For more information on Game Modes, see Playing the Online Game, pg. 35.

Map — The default setting will search for games being played on any map. However, you can choose a specific map here. This is a great way to find a game on your favorite map or to keep playing a map you want to learn.

Players — You can search for games with any number of players (from 2-4).

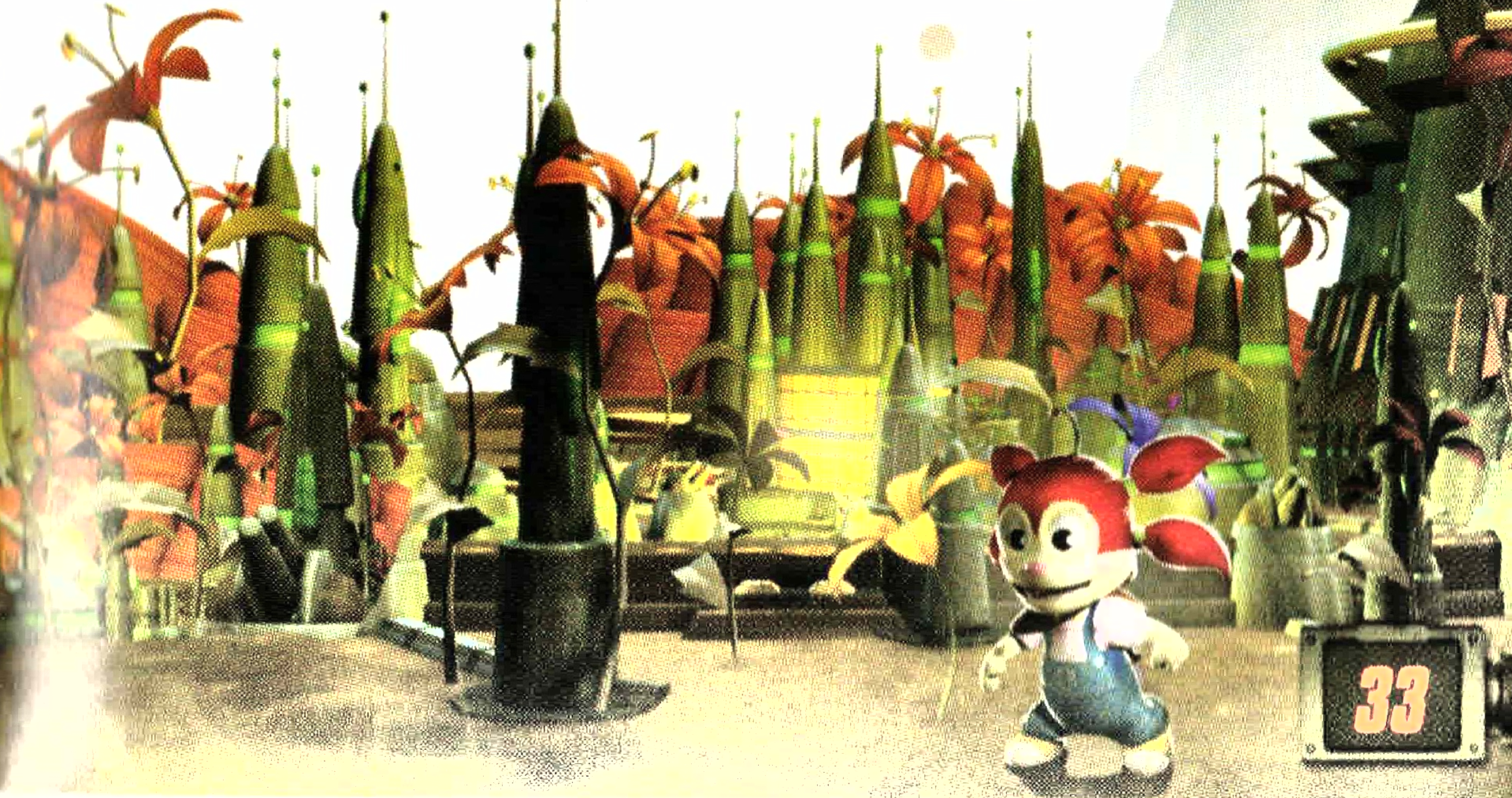
Join Game: Join an online game being hosted by another player.

Create Game: Host your own game for others to join.

Score: Track and view your personal stats. Options include Overall, Game Mode-specific, and Weapons.

Community: This is your connection to the **Ratchet & Clank®: Size Matters** Online Community. Manage your Buddies and Ignore lists, chat with other players, view the Leader Boards, and challenge your Nemesis to a grudge match.

Buddies — Request and remove your Buddies from this list and invite them to play online. Press the ⊗ button to request a Buddy and use the virtual keyboard to enter in their profile name. Once they've accepted the request, they will show up in the list. To remove a Buddy, highlight their name in the list and press the ◎ button.



Chat – Chat with Buddies and other players online. Highlight a name from the Chat list in the left hand window and press the ⊗ button to chat. The second window below allows you to select from using the virtual keyboard to type in your chat messages, or you can also select from a list of pre-set chat words, such as "Start", "Hold On", "Ready", etc. Press the ◎ button to REFRESH the chat list and the △ button to return to the previous screen.

Note: *The Chat function is also available in the Staging Room before beginning a match.*

Ignore – Use this list to manage your Ignore list. Press the ⊗ button to add a player to the Ignore list using the virtual keyboard to enter in their profile name. Once they've been added, they will not be able to chat or join a game you are hosting. To remove a player from the Ignore list, highlight their name in and press the ◎ button.

Leader Boards – Check out the latest updates for a variety of game modes and statistics to see how you stack up against the competition. Use the directional buttons or analog stick to highlight a Leader option or player name. To page the Leader Board list up and down, press the L / R buttons. You can also interact with another player from this menu by highlighting their name and pressing the ⊗ button. Doing so, will activate a window in the left hand corner. From this window, you can select WHISPER to privately chat with the highlighted player, or add them to your BUDDY and IGNORE lists.

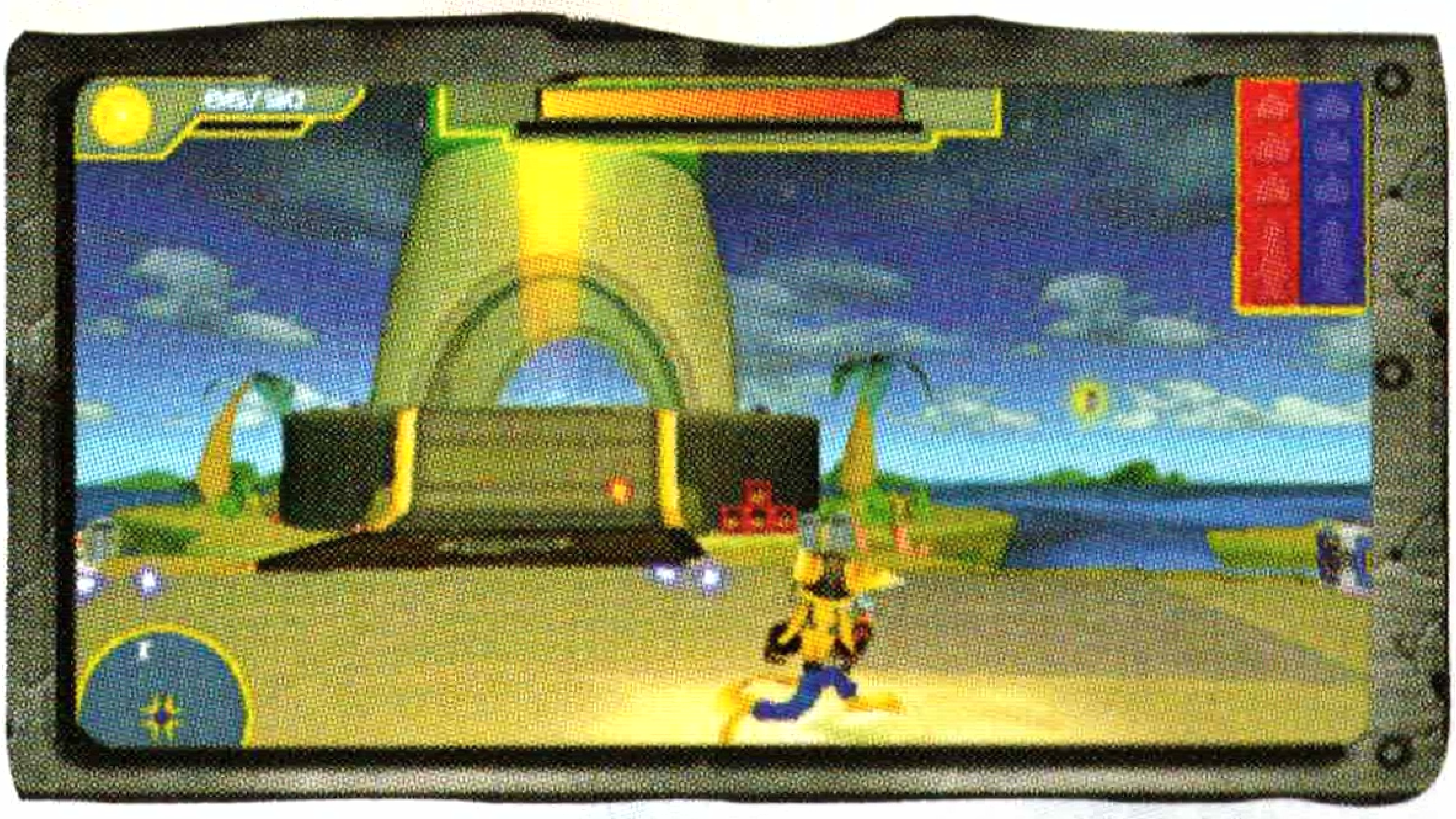
Nemesis – Nemesis is the player who has killed you the most during online play. From this menu, you're able to challenge your Nemesis to online grudge matches. Once in the game, your Nemesis will have a set of devil horns above their head.

Edit Profile: Return to the Profile Menu to adjust your online game settings or change skins.

PLAYING THE ONLINE GAME

***Note:** Once you've made your changes, press the ◎ button to save your settings.*

Online Game Modes



Ratchet & Clank®: Size Matters offers three different Online Game Modes. When creating a game, you can choose which Game Mode you want to host. When joining a game, the available Online Game Modes will appear in the Game List along the right side of the screen.

IRON LOMBAX

In this team-based Game Mode, your objectives are determined by which environment you choose. There are four different environments: Island Escape, Danger Valley, Mega Cannons, and Moon-Cow Disease.

ISLAND ESCAPE

In Island Escape, you must race to collect Power Cells and deliver them to your team's generators before the opposing team does the same.

Island Escape Hints:

- Health crates will heal radiation damage.
- Power cells can be stolen from enemies.
- Objective arrows at the side of the screen will point to the current objective marked by a light cone. Follow the light cone to get to the current task.

PLAYING THE ONLINE GAME

DANGER VALLEY

In Danger Valley, you must collect Homing Beacons hidden throughout the environment and run them into the enemy's forcefield generator.

Danger Valley Hints:

- Defend your base by shooting incoming mines.

- Homing beacons can be removed from your forcefield generators or base.

- Forcefield generators and bases can be used as spawn points.

- Objective arrows at the side of the screen will point to the current objective marked by a light cone. Follow the light cone to get to the current task.

MEGA CANNONS

In Mega Cannons, you must capture generators to route power to your Mega Cannon. There are three gears per team that need to be collected and returned to your base to make your Cannon operational. Once the Cannon is operational, you can then use your Mega Cannon to destroy the other team's Cannon.

Mega Cannon Hints:

- Use the pipes for Grind Rails to quickly traverse the map.

- Work together with your teammate to quickly eliminate the Turrets.

- Steal your opponents cogs to make them have to travel farther.

- You don't need all three generators to power your Mega Cannon.

PLAYING THE ONLINE GAME

MOON COW DISEASE

In Moon Cow Disease, your objective is to race to fill your restaurant's delivery trucks before the other team does. Use the Suck Cannon to collect Martian cows and then fire them into the Cow-Verter to create a tasty meat crate! Once you've converted three cows into a crate, use the Polarizer to pick up the crate and deliver it to your team's delivery truck. The first team to fill both of their trucks wins the match!

Moon Cow Disease Hints:

- Meat crates can be stolen so guard them on the trek back to your truck.

- Players carrying a meat crate are vulnerable so protect teammates or attack enemies depending on your needs.

- To complete your objectives quickly, travel to the objective light cones. If the objective light cone does not appear on-screen, an arrow will point to the closest cone.

- Sucked up cows can be used as a weapon against your opponents. But don't lose sight of the objective!

DEATHMATCH

An online classic! It's every Lombax for himself in this intense all out deathmatch. Go it alone or team up with another player by selecting the same color as your teammate.

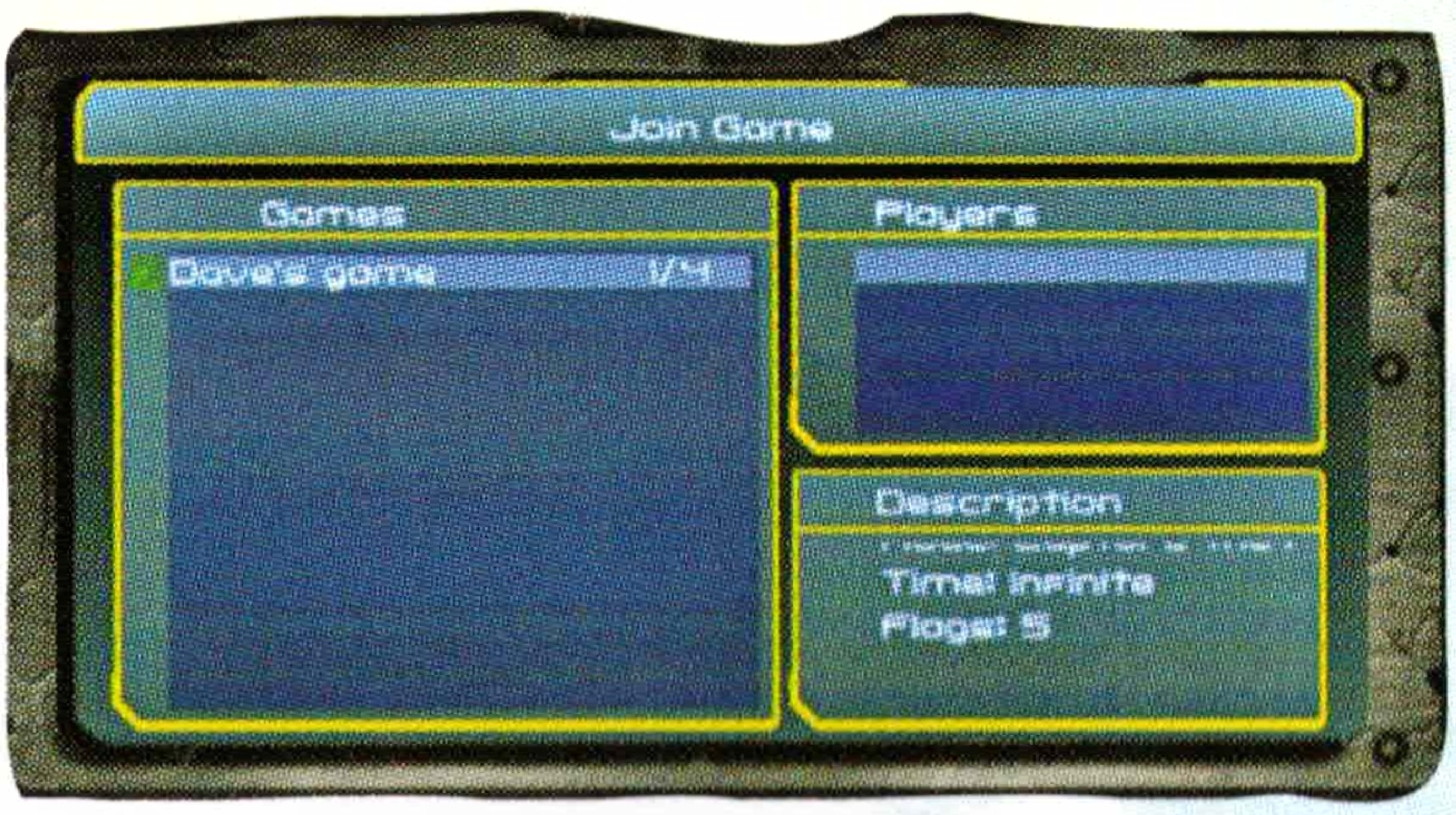
CAPTURE THE FLAG

Locate and capture the opposing team's flag in this team-based Online Game Mode. Once a flag is obtained, return with it to your base to snag the score.

CONNECTING TO AN ONLINE GAME

After you connect online you will be taken to the Online Lobby Select screen where you can join a Chat Room and then join or create an online game.

JOINING A GAME

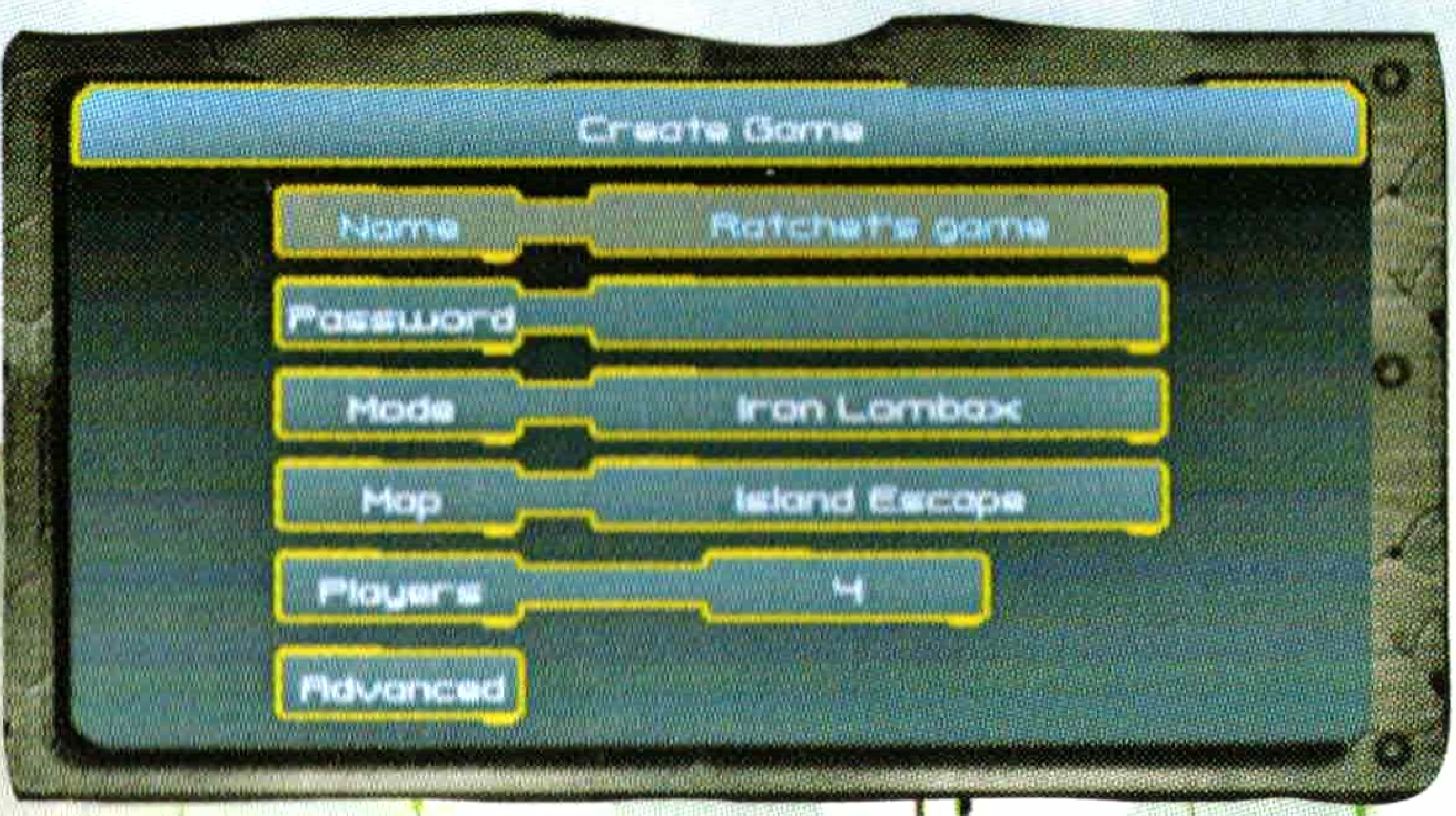


Dave's game 1/4

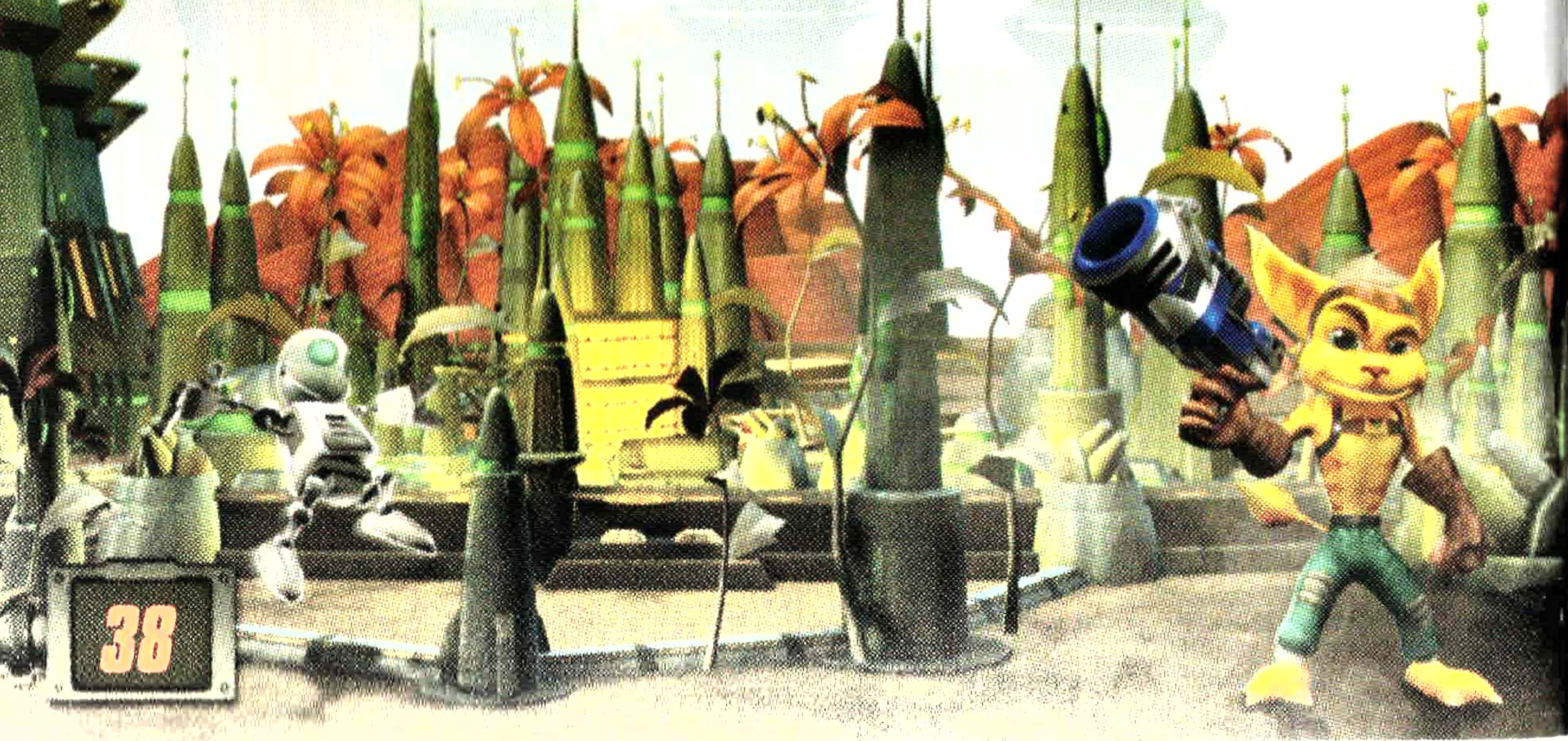
Time: Infinite
Flags: 5

1. Select a Network Connection.
2. Connect and press the ● button to ACCEPT the User Agreement screen and access the Choose Profile Screen.
3. Select a Profile or Create a new Profile to connect to the network and go to the Select Lobby Screen.
4. Select a Chat Room and press the ⊗ button to proceed to the Online Menu Screen.
5. Select JOIN GAME to proceed to the Join Game screen. Select a Game with a green checkmark next to it you would like to enter and press the ⊗ button to join.
6. On the Game Staging Room, pressing the ⊗ button to select READY indicates that you are ready to play.

CREATING A GAME



Name Ratchet's game
Password
Mode Iron Lombax
Map Island Escape
Players 4



CONNECTING TO AN ONLINE GAME

Create a custom game. You choose the settings! Once you've joined a Chat Room, select CREATE GAME and then press the ⊗ button to confirm and go to the Staging Room. Once you've set the game options to your liking, press the ◎ button to create your game and go to the Staging Room. Note: To switch teams at the Staging Room, press the ◎ button.

Name: Change your name using the On-Screen Keyboard.

Password: Set the password for your game.
Mode: Select an Online Game Mode. Choose from Iron Lombax, Deathmatch, and Capture the Flag.

Map: Select an game map. Choose from Island Escape, Danger Valley, Mega Cannons, and Moon Cow Disease.
Players: Set the maximum number of players. Choose from 1-4.

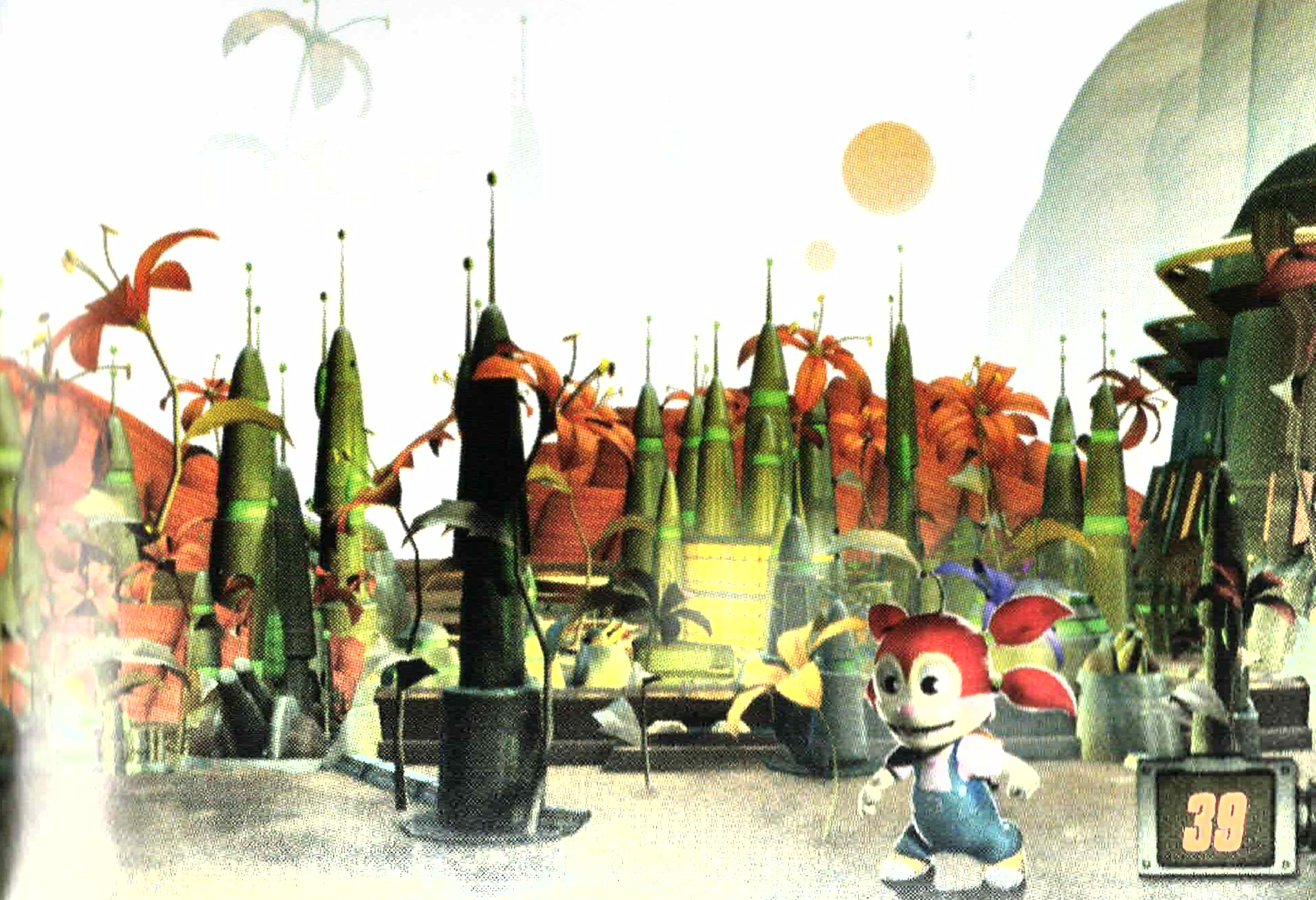
Advanced: Select and adjust a variety of Advanced Options.

Time — Select the time limit. Choose from INFINITE, 5:00, 10:00, 15:00, 20:00, 25:00, and 30:00.

Allow — Choose to allow ANY or BUDDIES ONLY to your game.

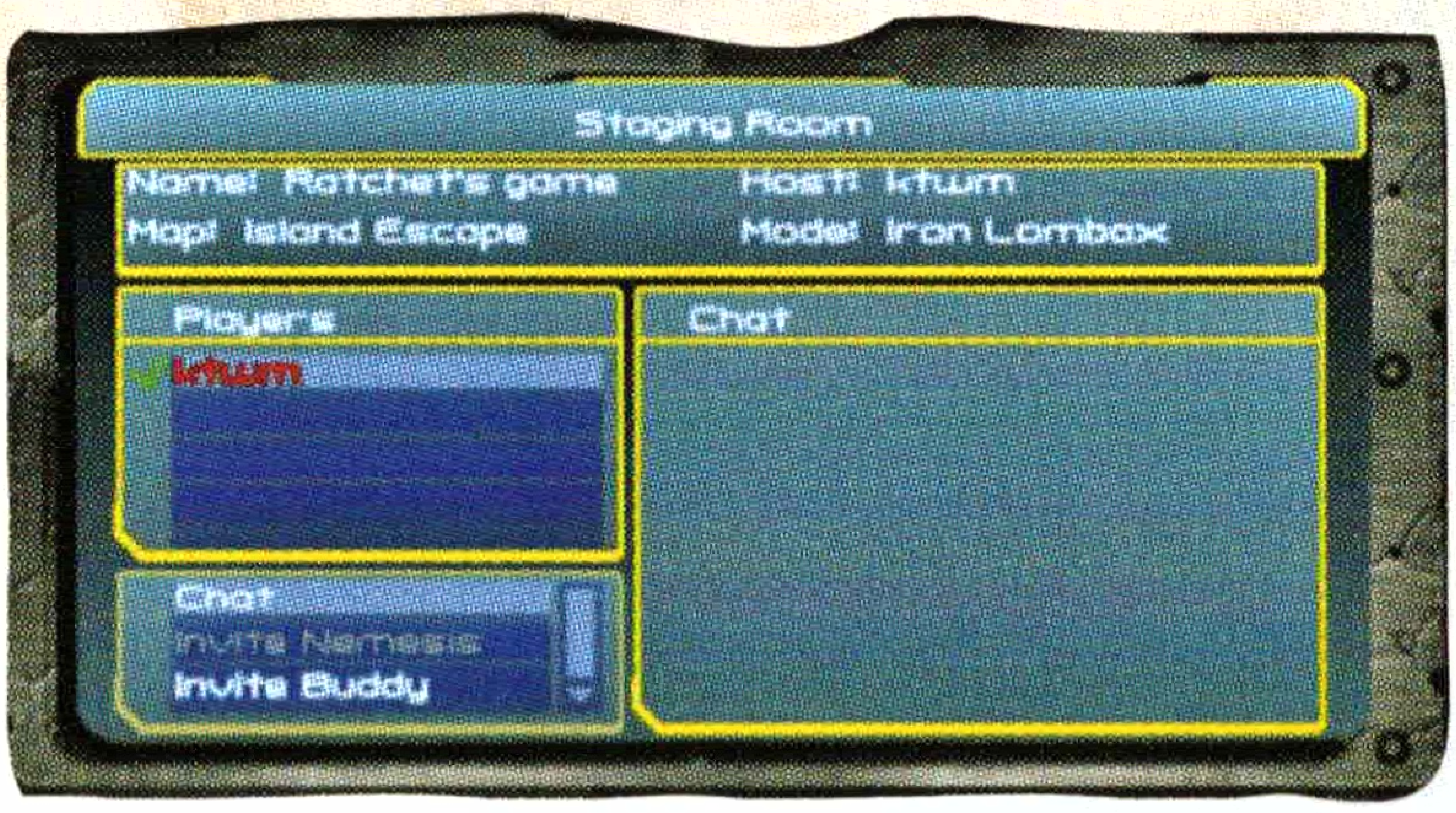
Kills — Select the kill limit. Choose from Infinite, to anywhere between 1-99.

Weapons — Choose the weapons you want to be available in your game. Highlight a weapon and press the ⊗ button to toggle it ON/OFF.



CONNECTING TO AN ONLINE GAME

STAGING ROOM



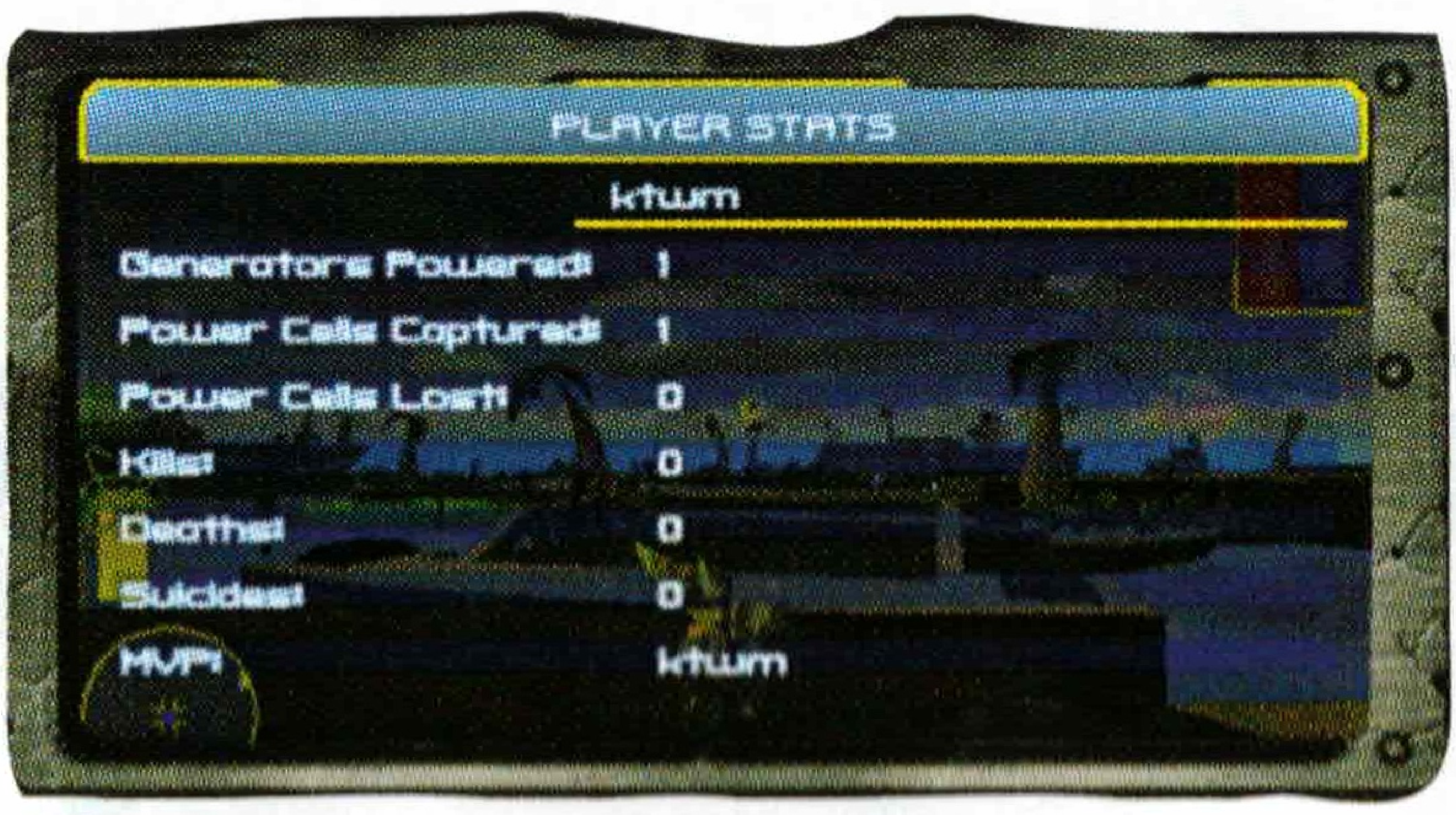
Name: Ratchet's game
Host: ktwm
Map: Island Escape
Mode: Iron Lombax

Players
ktwm

Once you've joined or created a game, you'll be taken to the Staging Room. Here you can view and chat with the other players who will be participating in the match, switch teams, or invite your Nemesis and/or Buddies to join, Press the ⊗ button to start the game or ready up (depending if your creating or joining a game), the ■ button to access the Options window (for chat, inviting Nemesis and Buddies, or force starting the game), and the ◉ button to switch teams.

***Note:** Selecting Force Start will shuffle the teams evenly and start the game without waiting for players to be ready.*

PLAYER STATS MENU



ktwm
Generators Powered: 1
Power Cells Captured: 1
Power Cells Lost: 0
Kills: 0
Deaths: 0
Suicides: 0
MVP: ktwm

Pressing the START button during an online game will pull up the Player Stats Menu, as well as give you access to the online game options. Press the ⊗ button to access options.

CONNECTING TO AN ONLINE GAME

At the Options screen, use the analog stick or directional buttons ⬆ or ⬇ to highlight a menu option and press the ⊗ button to confirm your selection.

Note: Accessing the Player Stats Menu during online gameplay will not pause the game.

Options: Select and adjust a variety of game options.

Camera & Controls:

Camera Left/Right – Toggle between NORMAL/INVERTED.

Camera Mode – Toggle between PASSIVE/FOLLOW.

Strafe Controls – Toggle between Directional Buttons and Analog Stick.

Audio Visual Settings:

Music Volume – Press the directional buttons ⬅ and ➡ to adjust the music volume level.

Effects Volume – Press the directional buttons ⬅ and ➡ to adjust the sound effects volume level.

Quit: Quit the current online game and return to the Online Menu Screen.

GENERAL MULTIPLAYER TIPS AND INFORMATION

- Your character will automatically equip the Hypershot when near a Hypershot target. To use your Hypershot, jump toward the target and hold down the ◎ button. Releasing the ◎ button detaches your character from the Hypershot target.

- You can quickly cycle through your available weapons by tapping the △ button.

CONNECTING TO AN ONLINE GAME

- You can use the Quick Select Menu to access a variety of pre-set commands and taunts. To do so, press and hold the △ button and then press the R button. Green happy faces are pre-set commands, such as "Cover me!", "Help!", and "Get to the objective!", while red sad faces are taunts. To select a command or taunt use the analog stick or directional buttons.

- Find new weapons inside specially marked Weapon Crates.

- You can find weapon upgrades and mods inside Weapon Upgrade Crates. These crates will either upgrade your weapon to its next, more powerful level, or apply a special mod.

- When you defeat an opponent, they drop their Weapon Pack. Collect these to get their weapon and ammo.

CREDITS

High Impact Games

Sr. Environment Artist:
Adam Yeager

Triceratops Programmer:
Alex Hampton

Art Director:
Atsuko Kubota

Destroyer of Worlds:
Avery Bennet

Project Manager:
Carl Grande

Señor Artist:
Colin Raesler

Sr. Character Animator:
Craig Harris

Character Animator:
Daesup Chang

Environment Artist:
Dallas Robinson

Lead Modeler:
Dan Johnson

Sr. Game Designer:
David Goodrich

Environment Artist:
David Vessup

Character Animator:
Eric Chiu

Sr. Engineer (The Enforcer):
Jared Hardy

Lead Systems Programmer:
Jason Fourier

Lead Engine Programmer:
Jason Skiles

Controller:
Jean Guest

Environment Artist:
Jeff Parrott

Engine Coder:
Jon Mayfield

Lead Animator:
Justin Rasch

Sr. Programmer:
Justin Wilder

Criminal Mastermind:
Ken Strickland

Design Director:
Lesley Mathieson

Network Programmer:
Lin Luo

Lead Artist:
Lloyd Murphy

Chief Fungineering Officer:
Matt Gilgenbach

Animator X:
Michael Bahurinsky

8-bit Computer Programmer:
Ricardo Hernández (Raist3d)

President:
Roberto Rodriguez

Skinny Coder:
Ronn LeFeuvre

Director of Core Technologies:
TJ Bordelon

Programmer:
Tyler Wells

CREDITS

VOICE ACTORS:

Ratchet, Security Guard:
James Arnold Taylor

Clank, Large Robot, Skyboarder:
David Kaye

Qwark, Otto DeStruct, PlantMan, Robot Head, Skrunch, Announcer:
Jim Ward

Luna, Computer Voice:
Nicole Sullivan

Female Announcer:
Sylvia Amerito

Multiplayer Voices:
Nolan North

SPECIAL THANKS:

Insomniac Games. Inc.

Texture Artist:
Joan Igawa

Concept Artist / Script Writer:
Oliver Wade

Texture Artist:
Andrew Marquis

Programmer:
(Wholesale Algorithms)
Gavin Dodd

Programmer:
(Wholesale Algorithms)
Matt Whiting

Sound:
Black Powder Media
Art Currim

3d & Graphic Artist:
Kristian Hedman

Programmer:
(SoftEgg Enterprises)
Tim Trzecpacz

Production Assistant:
Paul Kellar

In memory of
Daniel Aric Johnson
1974-2006

Sony Computer Entertainment Worldwide Studios

Product Development

President:
Phil Harrison

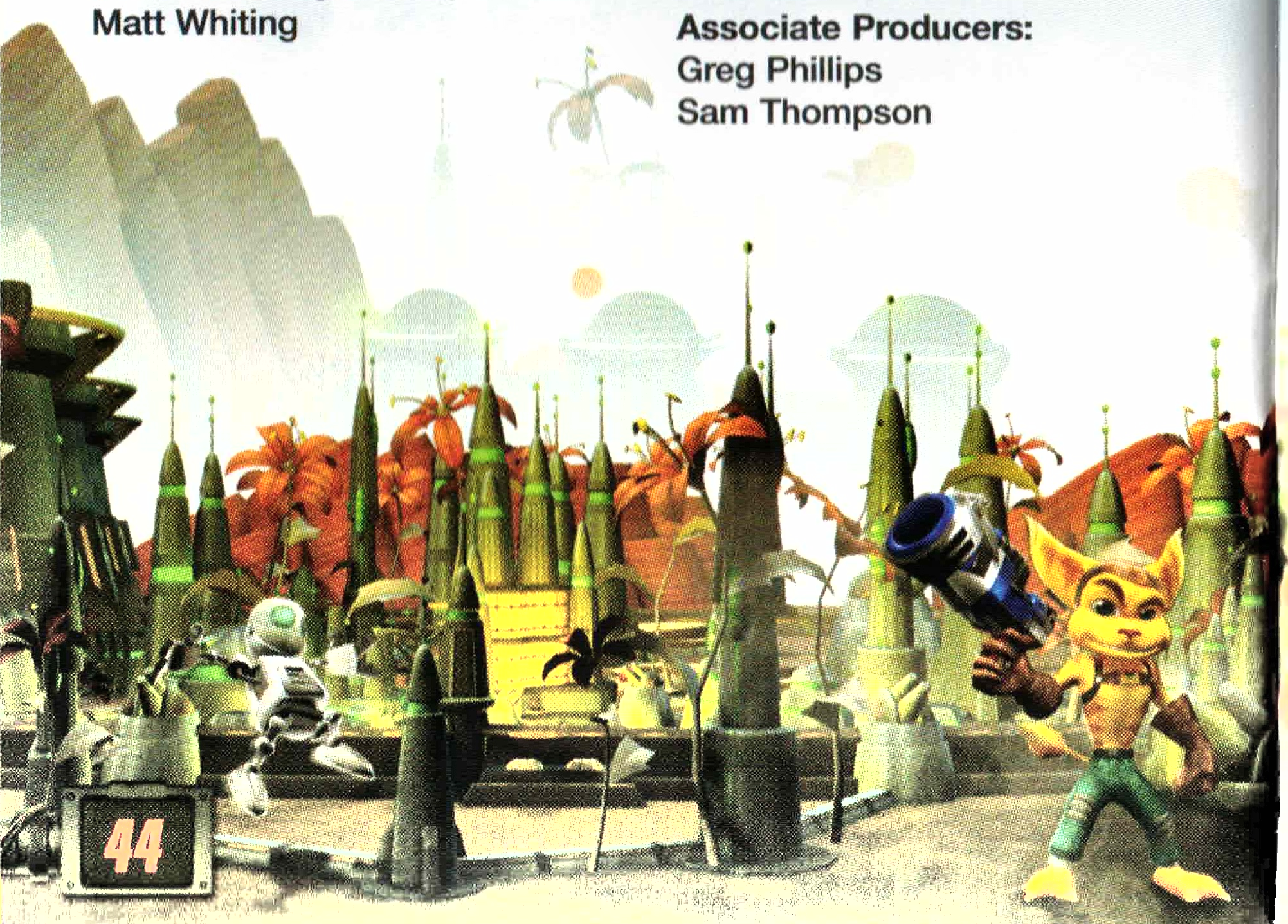
Vice President of Product Development:
Shuhei Yoshida

Director of Product Development:
Connie Booth

Director of Development:
Grady Hunt

Producer:
Frank Simon

Associate Producers:
Greg Phillips
Sam Thompson



CREDITS

Assistant Producer:
Caley Roberts

SCE-RT Online Technology Group

Director:
Glen Van Datta

Senior Managers:
Adam Harris
Ken Miyaki
Marty Taramasco
Steve Wagner

Project Managers:
Greg Becksted

Games Integration:
Mohammed Khan
Tom Sawyer

Production:
Erika Kato
Trang Ho
Steve Slover
Bhaswar Sarkar
Ben Choorut

Development:
Mark Jacob
Ron Roy
Sunmee Jang
Richard Bennett
Alex Boster
Beth Ford
Matt Miller
Krisztian Mizser
Ken Reeves
Nate Wiger
Rudy Wiley
Madhukar Yedulapuram

Network Operation Specialists:
James Beck
Aaron Johnston
Jose Madrigal
Matthew Keen
Jami Johnson

Information Technology Group

Charles Connoy

Online Games Group:

Manager:
Monique Fraser
Ron Andres

SCEA T&T Audio Systems Group

Music

Director of Music:
Chuck Doud

Music and Licensing:
Jason Swan

MUSIC COMPOSED BY DAVID BERGEAUD

First Party Quality Assurance (North America)

Director, First Party Quality Assurance:
Michael Blackledge

CREDITS

Senior Manager of Test Operations:
Ritchard Markelz

Game Test Manager:
Jeremy Hunter

Game Test Engineers:
Eric Rossi

Quality Assurance Analysts:
Jon Quilo
Thomas Bengford
Daryl Beadles
Truman Simpson
Ayinde Benn

Contingent Game Test Analysts:
Amanda Glasser
Dante Evans
Edward Gardner
Jason Philyaw
Jeremy Ruckenbrod
Jerome Fernandez
John Herber
John Wood
Josh Fernandez
Kaycee McNeil
Mark Schwartz
Masayoshi Miki
Nathan Bui
Preston Concepcion
Randy Hauser
Robert Arnesen
Blake McClaren
Schuyler Ko
Sean Edwards
Shakisha Carter
Shawn O'Campo
Stanley Kautz
Steven Johnson
Yu Min Fan
Zachary Cannon
Brandon Walton
Gabe Ausiello
Robert Kraftshik
Omar Bennett
Ryan Shew
Jason Mopas

Lab Technician:
Ara Demirjian

Manager, Project Management:
Eric Ippolito

Project Management Assistant:
Justin Flores
Jesse Reiter

Localization (Europe)

Director of International Development:
Sean Kelly

Producer:
Elodie Hummel

Project Asset Coordinator:
Anna Wojewodzka

Localization Manager:
Vanessa Wood

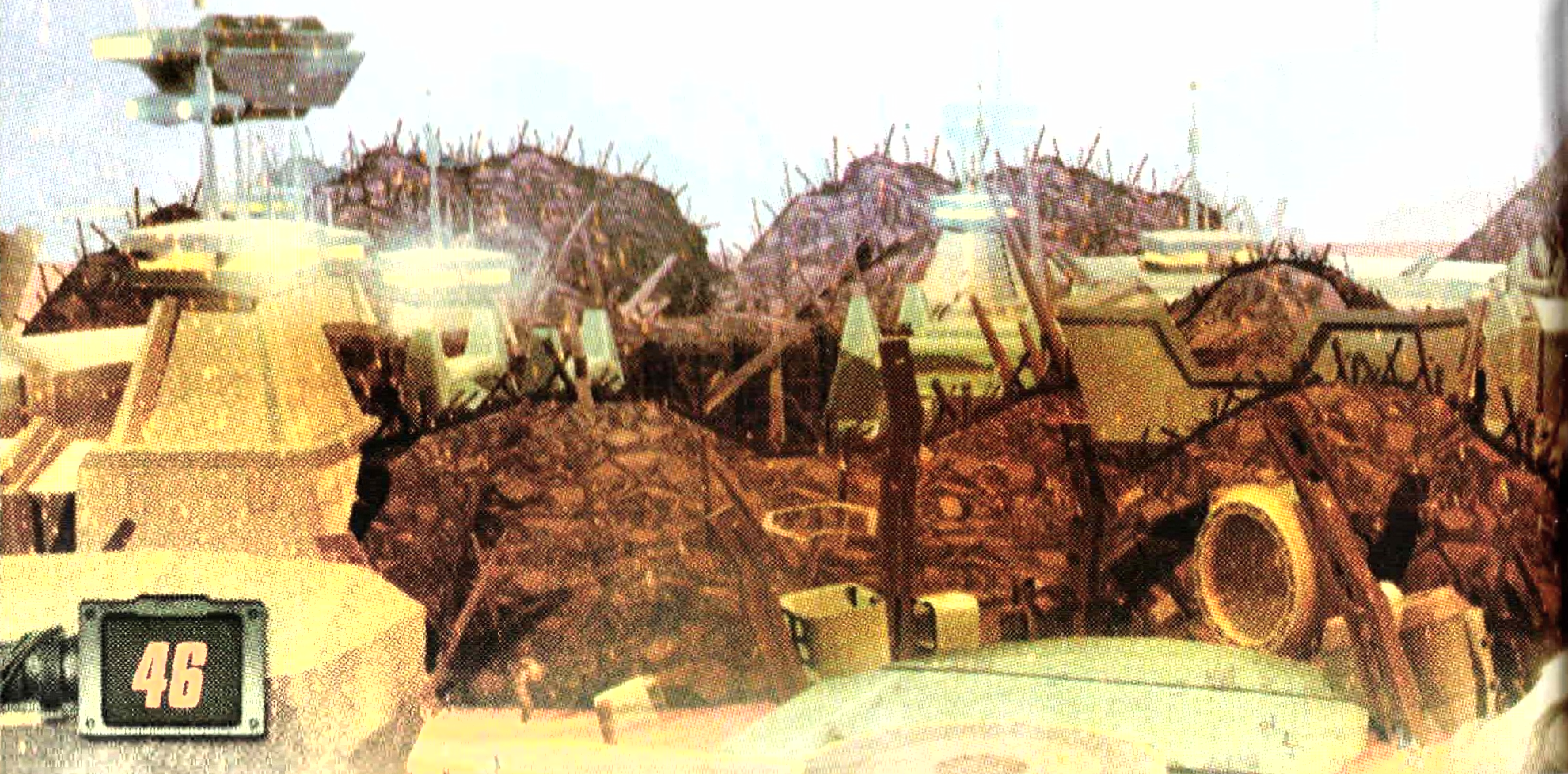
Localization Coordinator:
Jenni Rees

First Party Quality Assurance (Europe)

First Party QA Manager:
Dave Parkinson

Test Manager:
Gareth Spencer

Functional Testing Supervisor:
Phil Green



CREDITS

Functional Testing Lead:
Jenny Newby

Functional Testers:
Andrew Conlan
Peter Fell
Fraser Mclachlan
Garreg Hansen
Mike Lunt
Ross Wilkie
Stephen Quayle
Lee Thomas
David Rigby
Matthew Adderley
Michael Davies

Localization Testing Supervisor:
Nadine Martin

Localization Lead Tester:
Katharina Tropf

Localization Testers:
Silvia Ferrero
Jose M Flores
Rafael Deogracias
Alberto Perez
Pauline Brisoux
Harouna Camara
William Kandot
Aurelien Mouliets
Marco Simon
Daniele Tacconi
Gianni Bianchini
Daniele De Blasio
Kirstine Spinosi
Cesare Sivo
Katharina Tropf
Matthias Pokorny
Julia Aigner
Katharina Scharpf
Julia Schindler

TRC Testing Supervisor:
Paul French

TRC Testing Lead:
John Hale

TRC Testers:
Daniel Giles
Mark Warburton
Don Shallcross
Michael Kennedy
Christian Hopley
Kevin McCormack

Localization (Japan)

Producers:
Ryoichi Hasegawa
Roppyaku Tsurumi (0600design)

Executive Producers:
Tomikazu Kirita
Bill Ritch

First Party Quality Assurance (Japan)

QA Manager:
Osamu Sugawara

Localization (Korea)

Producer:
Yong-Hyuk Chang

Assistant Director:
Ji-Min Kang

Design Coordination:
Hee-Chul Na

Localization Graphic Designers:
Jin-Hee Park
Seung-Yeon Lee

CREDITS

First Party Quality Assurance (Korea)

QA Manager:
Ki-Bong Kim

QA Lead Tester:
Tae-Min Kim

QA Testers:
Seok-Yoon Yang
Min-Seok Kang
Jung-Woo Kang
BOAS Kim
Byoung-Joon Kim
Young-Suck Chun
Do-Yang Kwon
Young-Gon Lim

Sony Computer Entertainment America

Director of Product and Online Marketing:
Susan Nourai

Senior Product Manager:
Jeff Reese

Product Manager:
Robert Alvarez

Product Marketing Specialists:
Cristian Cardona
Charles Lacson

Sr. Director Promotions and Sports Product Marketing:
Sharon Shapiro

Promotions:
Aimee Duell
Bob Johnson
Andrew Adams
Mary Thomas
Jill Grabenkort

Public Relations Manager:
Jennifer Clark

Public Relations Specialist:
Alyssa Casella

Director of Direct and Online Marketing:
Steve Williams

Direct and Online Marketing:
Trevor Ehle
Chris Hagedorn
Eric Lempel
Josh Meighen
Cyril Tano

Senior Creative Services Manager:
Quinn Pham

Creative Services Specialist:
Steve Ervin

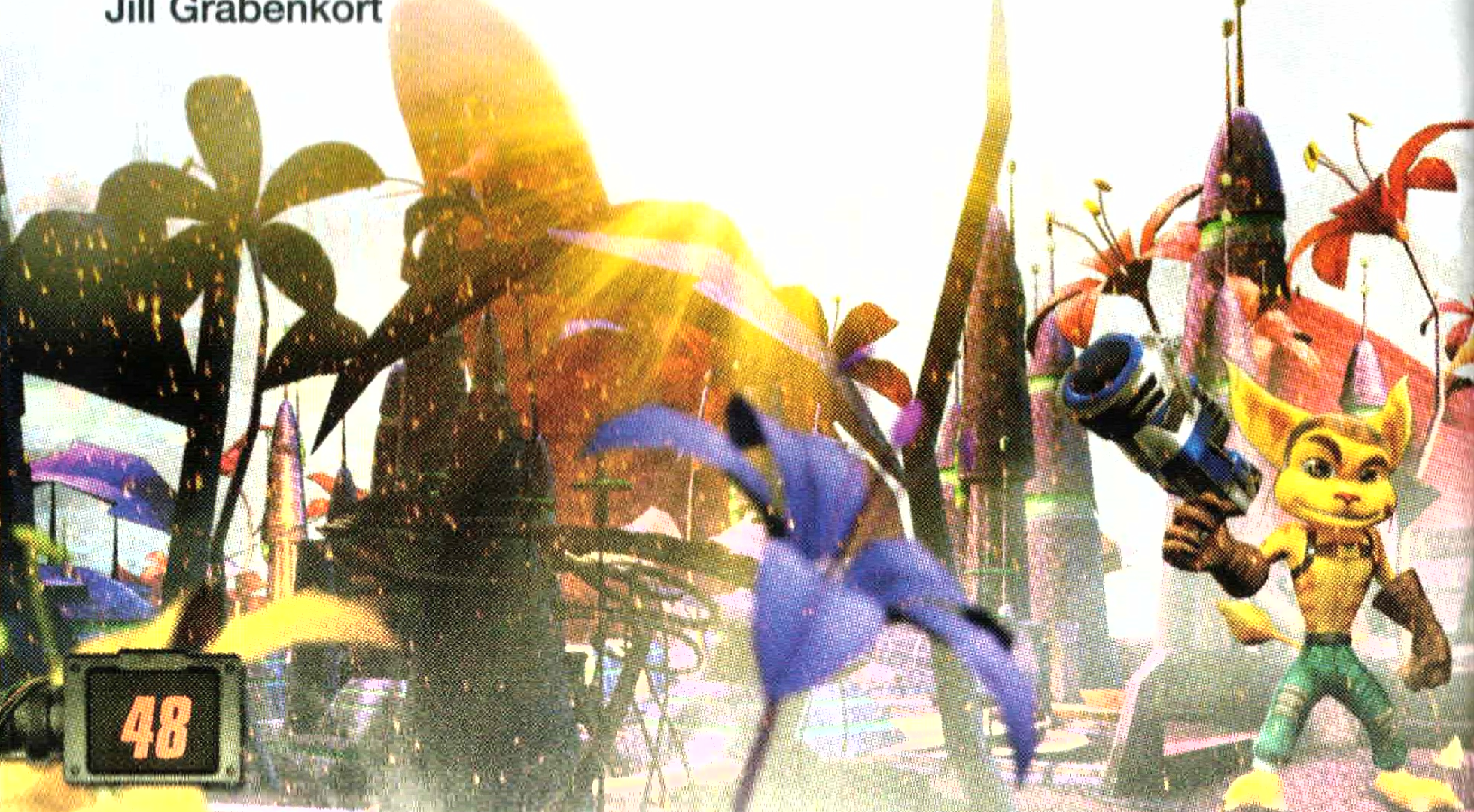
Creative Services:
Alicia Beam
Peggy Gallagher
Marie Macaspac
Miguel Godinez
Jack Siler
Ted Jalbert

Packaging and Manual Design:
Petrol Advertising

Legal and Business Affairs:
Shelly Gayner
Suzanne Williams
Kirsten Costello

Sony Computer Entertainment Europe

Director of Marketing:
Isabelle Tomatis



CREDITS

Product Manager:
Nick Robinson

PR Manager:
Charlotte Panther

Sony Computer Entertainment Japan

Sales and Marketing:
Taku Nishijima

Sales Promotion:
Norio Chiba
Keita Hayashi

Special Thanks:
Yasuyuki Sagami (Shogakukan)
Takao Murakami (Shogakukan)
Kazunori Oshima (Shogakukan)
Hiroshi Kojo (nhk)

Sony Computer Entertainment Korea

Marketing Manager:
Hee-Won Kang

Software Marketing:
Kay Kim
Chul-Yoon Jung

Media Promotion:
Seung-Jun Ha

Public Relations:
Han-Na Ryu

Sony Computer Entertainment Asia

Katsuhiko Kanazawa

Special Thanks

We would like to thank each individual at Sony Computer Entertainment for their contributions, support and dedication to the success of **Ratchet & Clank®: Size Matters** with special recognition to the executive management team including:

Kaz Hirai
Jack Tretton
Peter Dille
Riley Russell
Jim Bass
Glenn Nash
Frank O'Malley
Philip Rosenberg
Steve Ross
Shuhei Yoshida
David Reeves
Jim Ryan
Simon Rutter
Fumiya Takeno
Masatsuka Saeki
Seiji Sasaki
Yoshimasa Tatebe
Tomikazu Kirita

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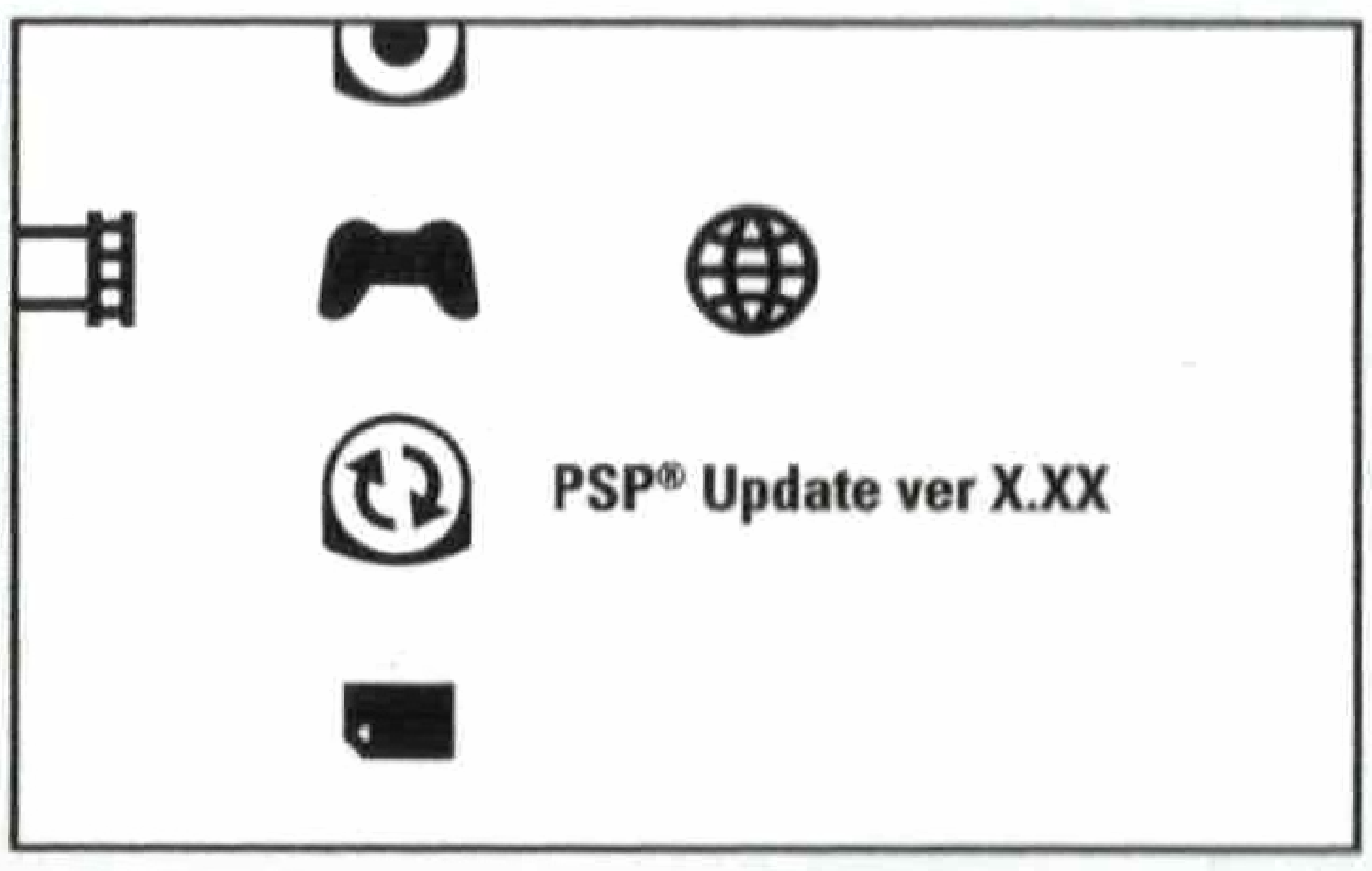
Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.



Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

For details on the update feature of the PSP® system, contact SCEA Consumer Services at 1-800-345-7669 or visit **http://www.us.playstation.com/psp**